*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #678 Setup VR Headset with Unreal Engine

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**Team Member(s):** Armando Carrasquillo, Daniel Perez, Santiago Bolivar

**Project:** VR-Gaming to Broad Participation in CS

**Product Owner(s)**: Francisco Ortega

**Mentor(s)**: Francisco Ortega

**Instructor**: Masoud Sadjadi

**User Story Name: Setup VR Headset with Unreal Engine**

* Description: As a developer, I want to connect the VR headset (Vibe) to work with the Unreal engine environment, so that I can test and implement the functionality of the game for development.

Acceptance Criteria

* VR headset emulates the Unreal Engine environment.
* Keyboard and mouse can be used for player movement.