*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #679 Setup Level Streaming in Unreal Engine

**Name:** Armando Carrasquillo

**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 Level Streaming in Unreal Engine**

* Description: As a developer, I need to setup level streaming, so that each team member can individually work on the same project file concurrently.

Acceptance Criteria

* Verify that edits made by one user doesn’t affect the work done by another user.
* Verify that multiple users can work on the project concurrently.
* Verify that the project file doesn’t become corrupted when saved by different users.