*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #680 Split Level in Unreal into Sub-Levels

**Name:** Daniel Perez

**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: Split Level in Unreal into Sub-Levels**

* Description: As a developer, I need to learn how to divide the persistent level in Unreal into sub-levels, so that each team member can work on their respective puzzles in the game.

Acceptance Criteria

* Verify that edits made in one sub-level doesn’t affect the work done in another sub-level.
* Verify that only one user can work on a sub-level at any given time.
* Verify that a user can save the changes made to their sub-level.