*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #686 Add Functionality to Objects in Unreal Engine (Developer 2)

**Name:** Daniel Perez

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

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

**Mentor(s)**: Francisco Ortega

**Instructor**: Masoud Sadjadi

**User Story Name: Add Functionality to Objects in Unreal Engine (Developer 2)**

* Description: As a developer, I need to be able to attach functions to objects in Unreal using Visual Studio, so that I can implement the puzzles in the game.

Acceptance Criteria

* Verify that functions are saved to the assigned objects.
* Verify that functions compile without errors.
* Verify that functions can be applied to multiple objects.
* Verify that objects keep their functionality when moved.
* Verify that deleting an object doesn’t also delete the functions code.