*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #725 Implement HUD

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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: Implement HUD**

* Description: As a developer, I want to implement a Heads Up Display (HUD), so that specific information is displayed to the user at all times.

Acceptance Criteria

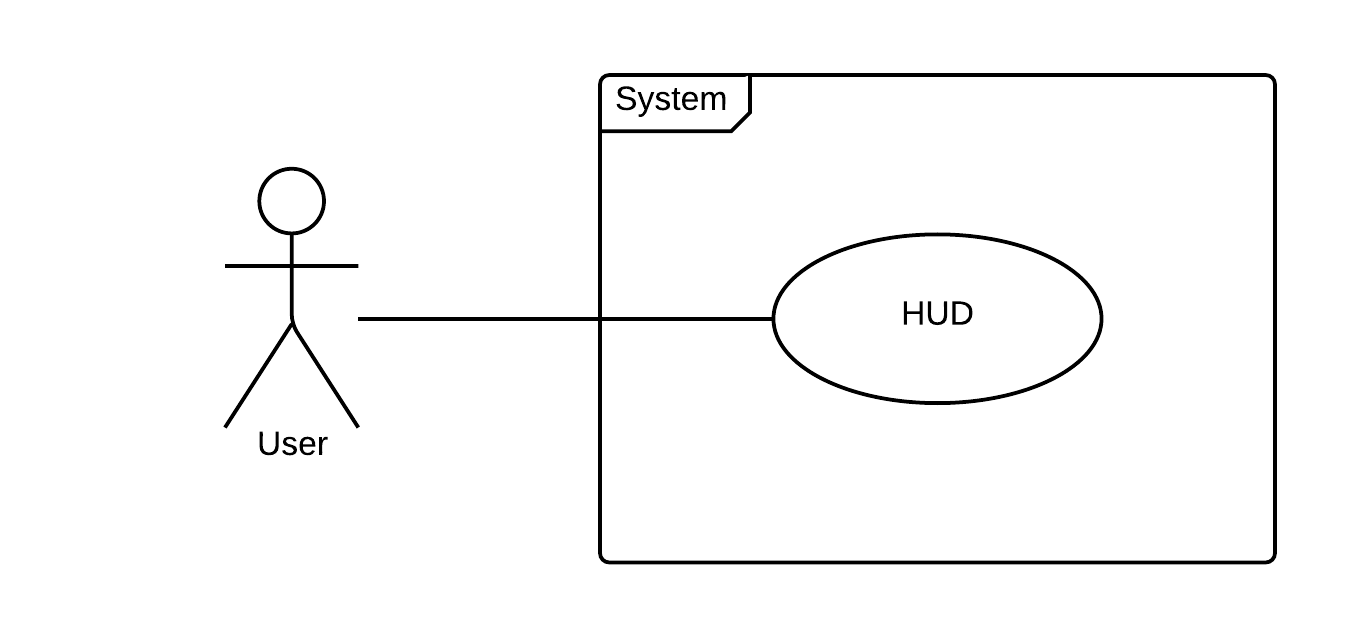
* Verify that the HUD displays the total number of levels that the user has to complete.
* Verify that the HUD displays the current level the user is on.
* Verify that the HUD displays the achievement icons.
* Verify that the HUD displays the crosshair.

**Use Case**

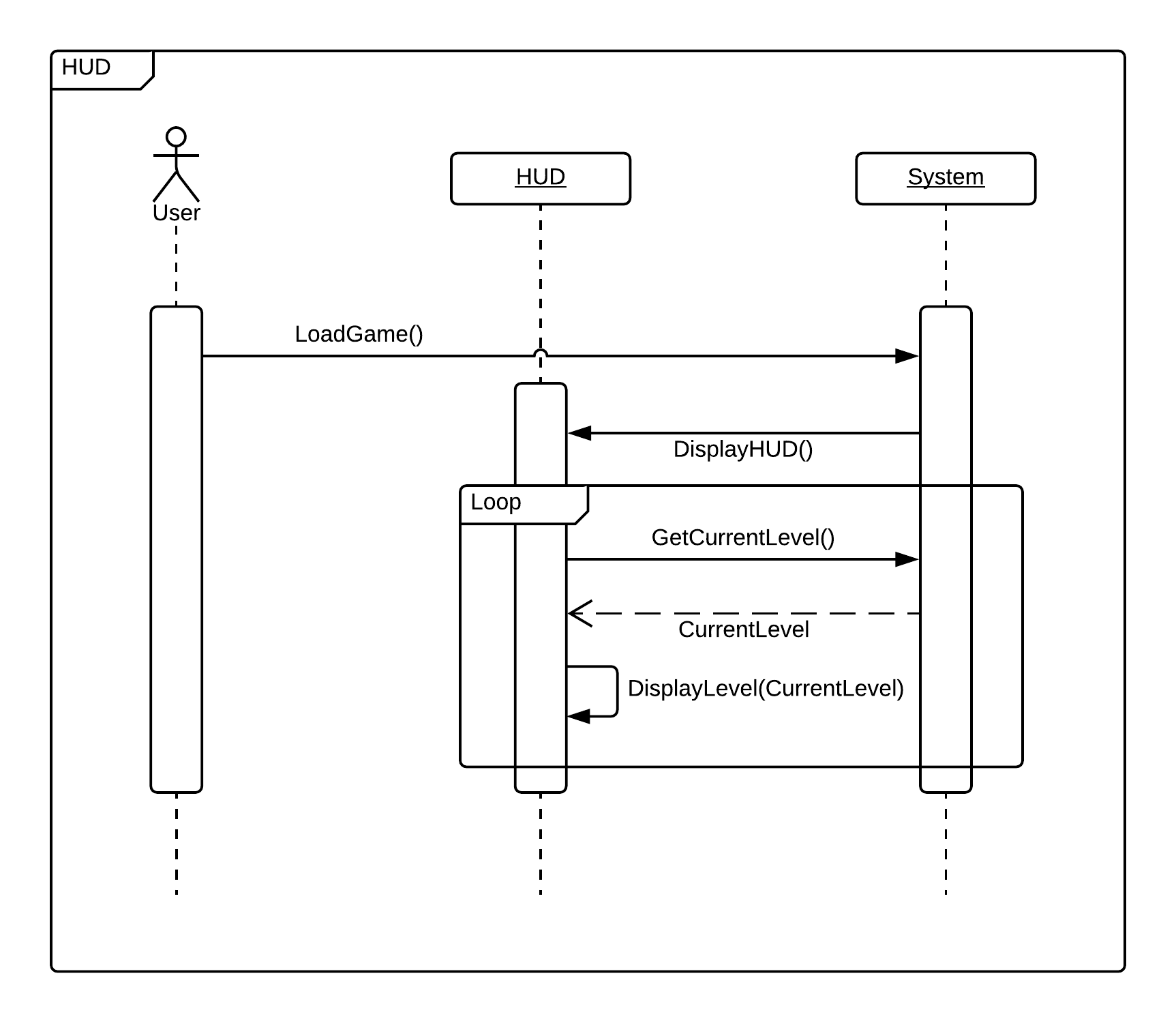
* Name: HUD
* Actor: User
* Preconditions: Game must have at least one level.
* Description <Flow of events>:

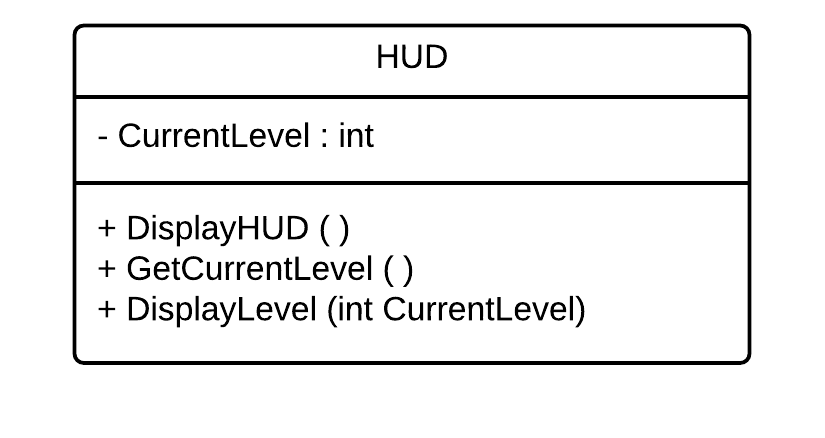
1. The user starts the game.
2. Loop:
   1. The HUD displays the current level the user is on.

**Use Case Diagram**



**Sequence Diagram**

  
**Class Diagram**



**Unit Test**

* Test case ID: total\_levels
* Description/Summary of Test: The HUD displays the total number of levels that the user has to complete.
* Pre-condition: Game must have at least one level.
* Expected Results: HUD displays the total number of levels.
* Actual Result: HUD displayed the total number of levels.
* Status (Fail/Pass): Pass
* Test case ID: current\_level
* Description/Summary of Test: The HUD displays the current level the user is on.
* Pre-condition: Game must have at least one level.
* Expected Results: HUD displays the current level.
* Actual Result: HUD displayed the current level.
* Status (Fail/Pass): Pass
* Test case ID: achievement\_icons
* Description/Summary of Test: The HUD displays the achievement icons.
* Pre-condition: Game must have at least one achievement.
* Expected Results: HUD displays the achievement icons.
* Actual Result: HUD displayed the achievement icons.
* Status (Fail/Pass): Pass
* Test case ID: crosshair
* Description/Summary of Test: The HUD displays the crosshair.
* Pre-condition: N/A
* Expected Results: HUD displays the crosshair.
* Actual Result: HUD displayed the crosshair.
* Status (Fail/Pass): Pass

**Visual User Guide**

