*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #752 Implement Main Menu

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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 Main Menu**

* Description: As a developer, I want to implement a main menu, so that the user can start a new game or view the credits.

Acceptance Criteria

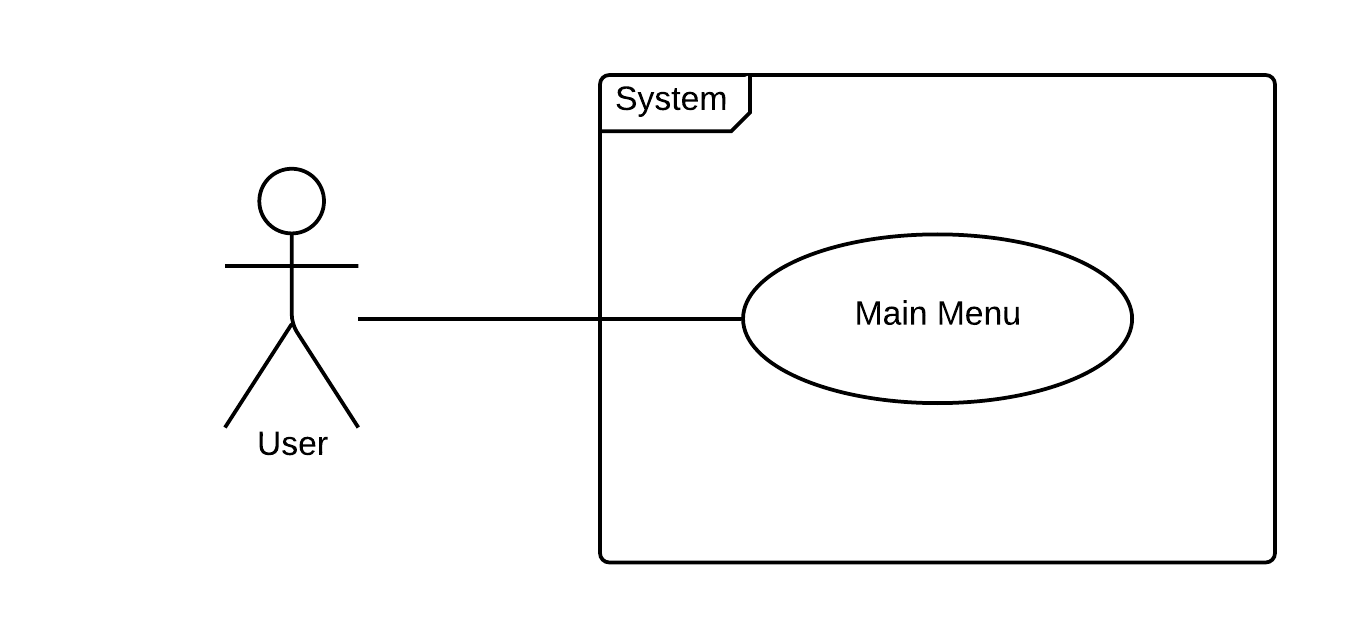
* Verify that the following options are available: start game, credits, and quit game.
* Verify that the start game option loads a new game.
* Verify that the credits option displays the credits for the game.
* Verify that the quit game option turns off the game.

**Use Case**

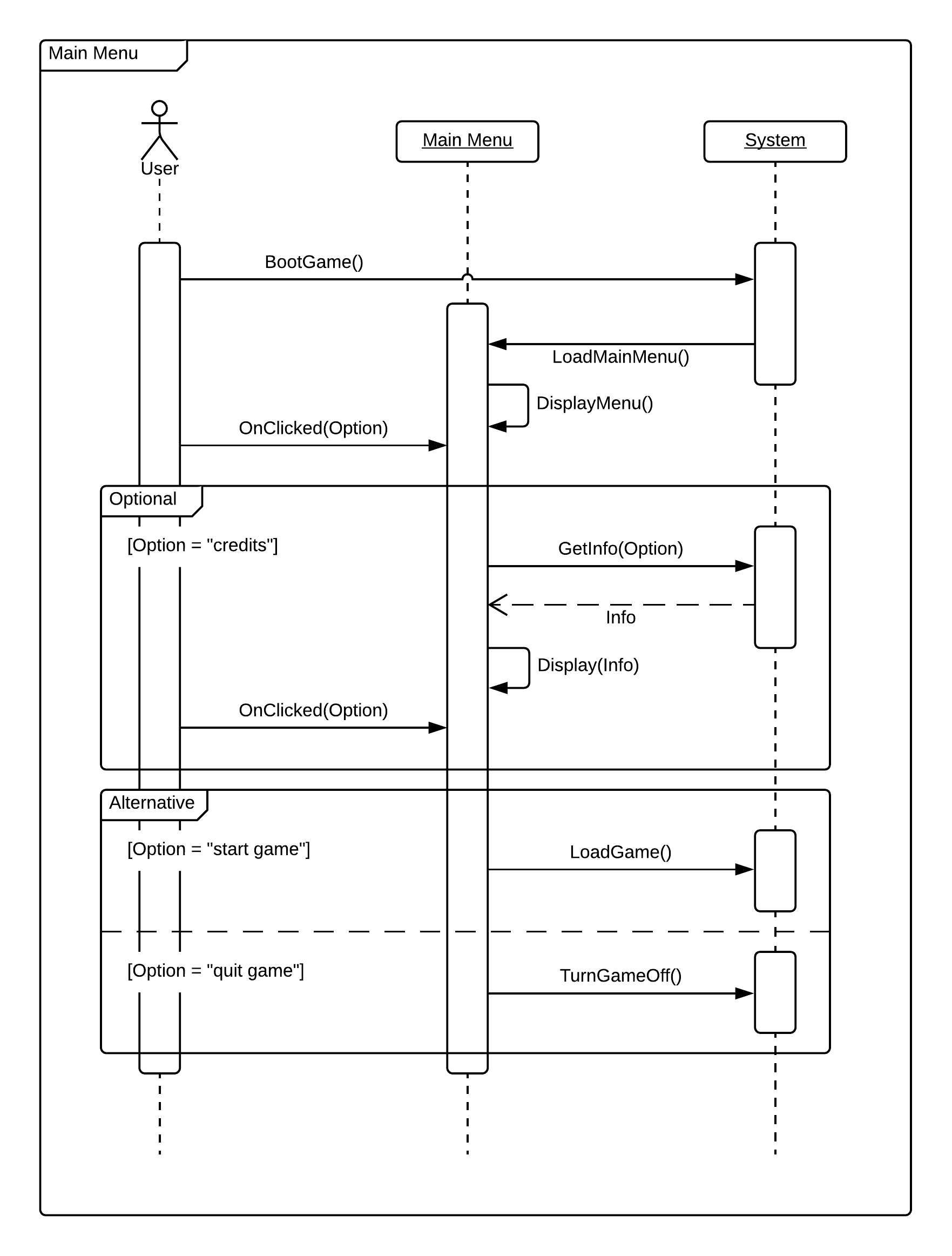
* Name: Main Menu
* Actor: User
* Preconditions: The game is turned on.
* Description <Flow of events>:

1. The user selects an option.
   1. If the start game option is selected, then a new game is loaded.
   2. If the credits option is selected, then the credits are displayed.
   3. If the quit game option is selected, then the game is turned off.

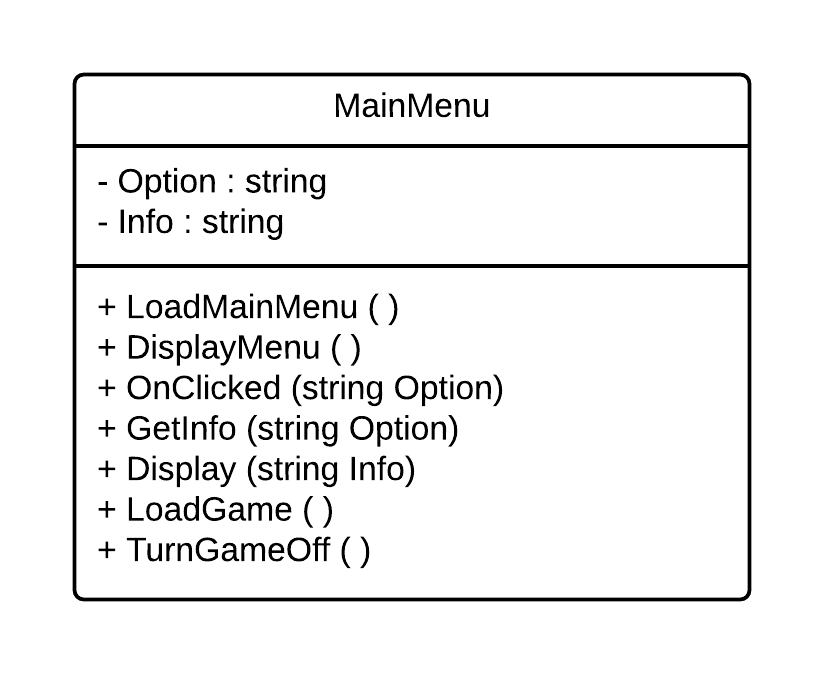
**Use Case Diagram**



**Sequence Diagram**

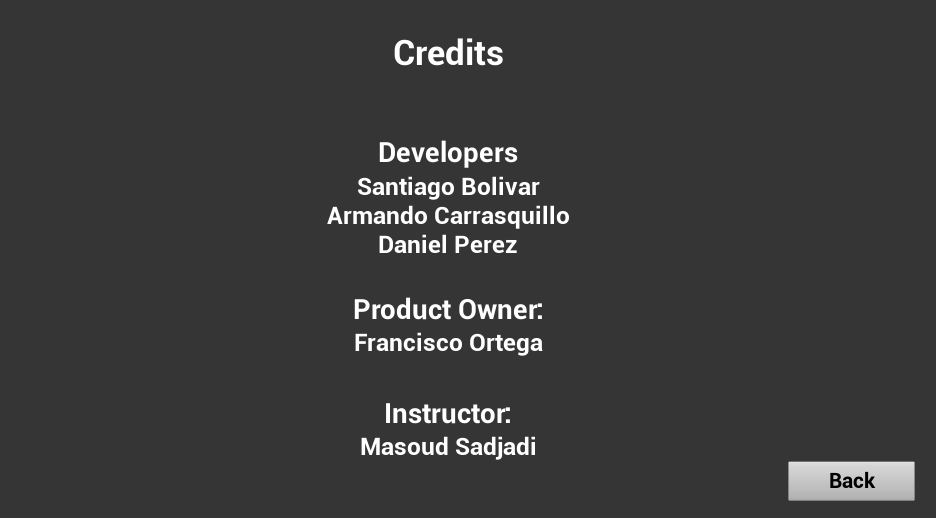


**Class Diagram**



**Unit Test**

* Test case ID: menu\_options
* Description/Summary of Test: The following options are shown in the menu: start game, credits, quit game.
* Pre-condition: User opened the menu.
* Expected Results: The menu options are shown.
* Actual Result: The menu options are shown.
* Status (Fail/Pass): Pass
* Test case ID: start\_game\_option
* Description/Summary of Test: The start game option, starts the game.
* Pre-condition: User selected start game option.
* Expected Results: The game gets started.
* Actual Result: The game is started.
* Status (Fail/Pass): Pass
* Test case ID: credits\_option
* Description/Summary of Test: The credits option displays the credits.
* Pre-condition: User selected credits option.
* Expected Results: The credits get displayed.
* Actual Result: The credits are displayed.
* Status (Fail/Pass): Pass
* Test case ID: quit\_game\_option
* Description/Summary of Test: The quit game option ends the game.
* Pre-condition: User selected the quit game option.
* Expected Results: The game is ended.
* Actual Result: The game ended.
* Status (Fail/Pass): Pass

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**Visual User Guide**

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