*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #753 Create Enter Room Trigger

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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: Create Enter Room Trigger**

* Description: As a developer, I want to create a trigger for when the player enters a room, so that the proper events take place and the system gets updated with the current status.

Acceptance Criteria

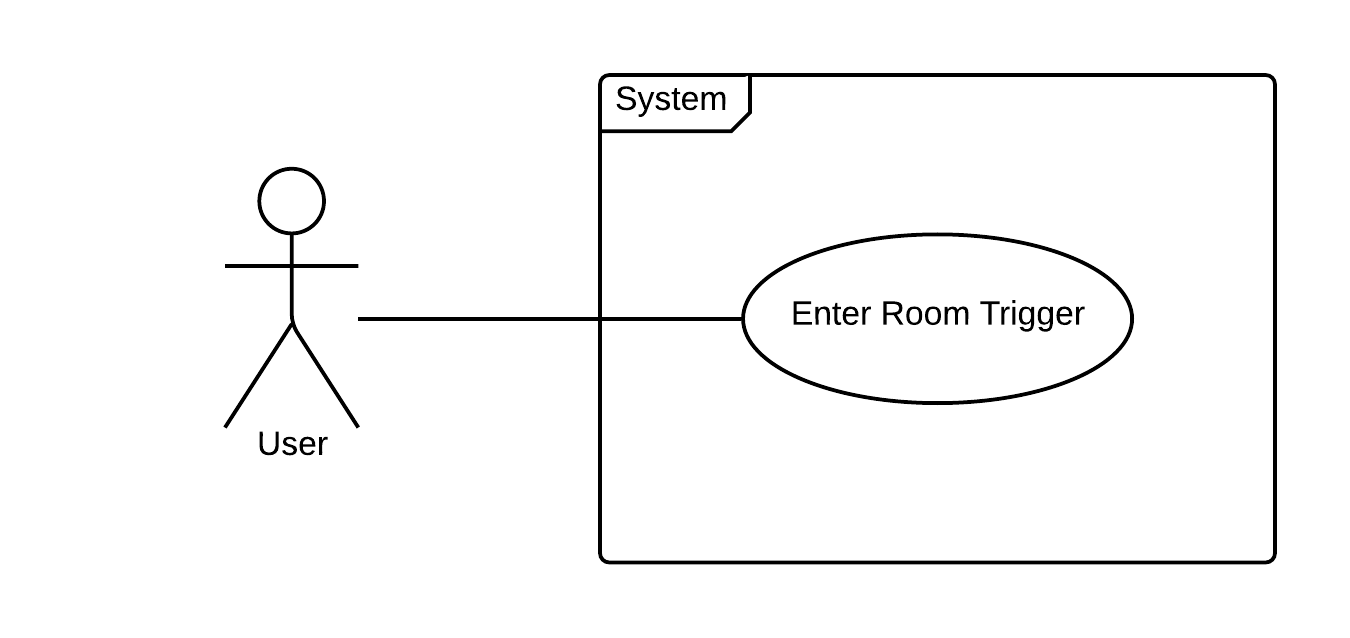
* Verify that the trigger can only be activated once.
* Verify that when the trigger is activated the time is collected for the entered room metric.
* Verify that the system is updated with the players current level.
* Verify that the puzzle introduction is displayed.

**Use Case**

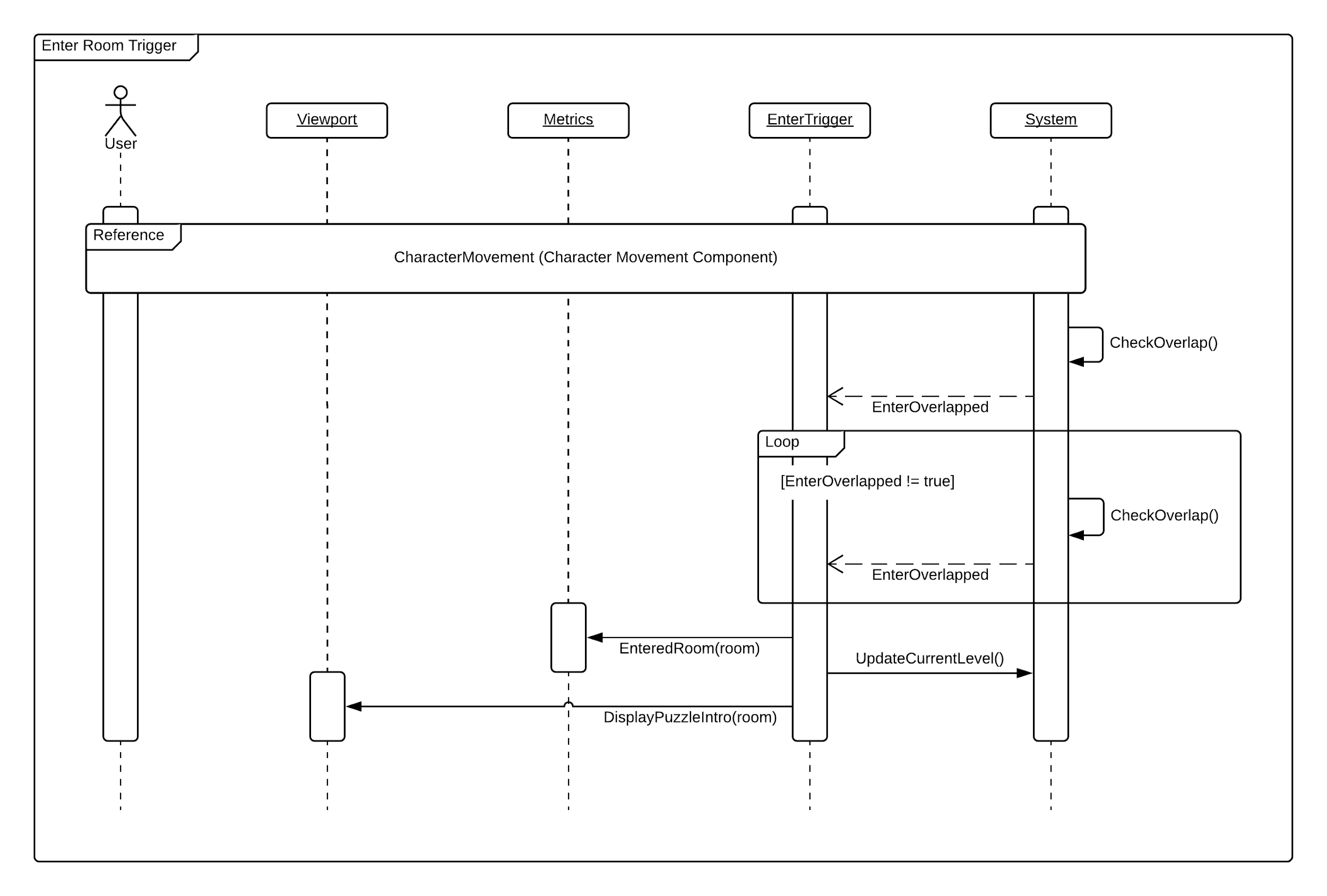
* Name: Enter Room Trigger
* Actor: User
* Preconditions: Player enters a new room in the game.
* Description <Flow of events>:

1. The time is collected for the entered room metric.
2. The system is updated with the players current level.
3. The puzzle introduction is displayed.

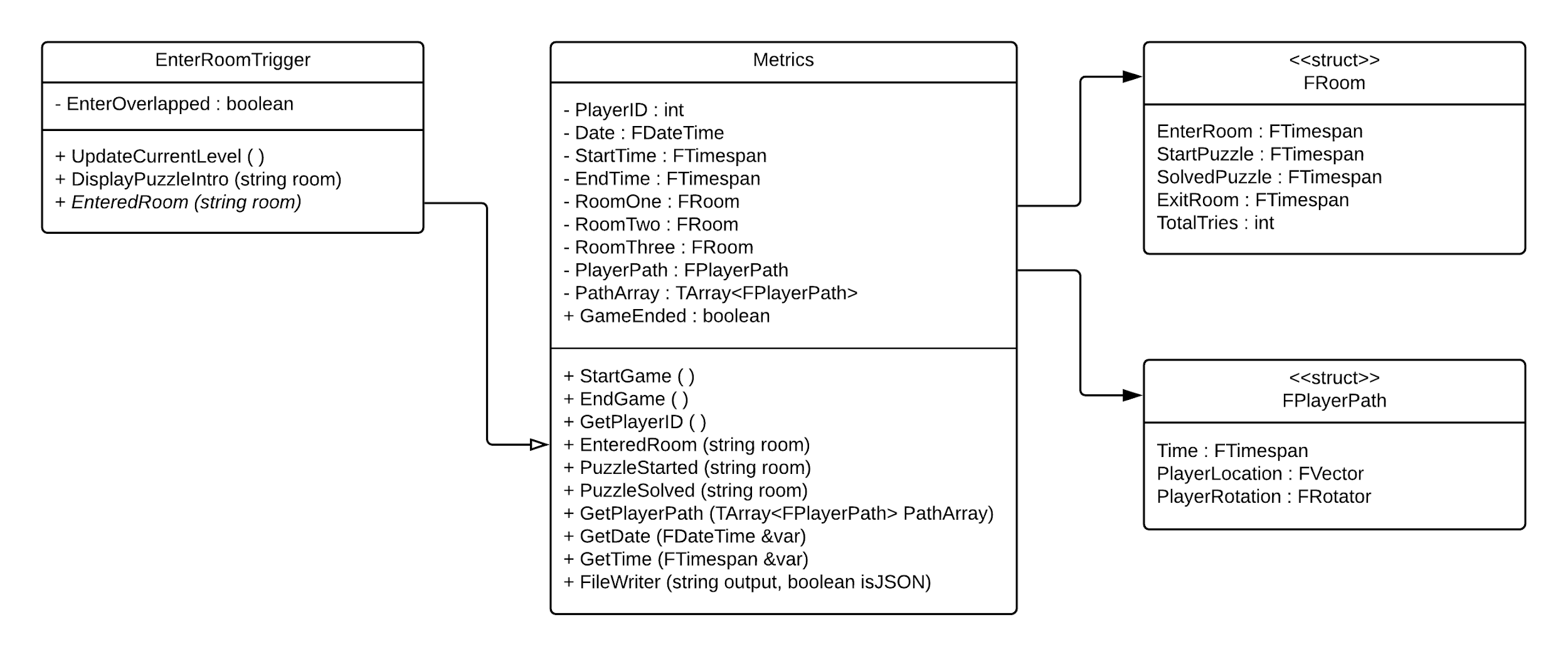
**Use Case Diagram**



**Sequence Diagram**



**Class Diagram**



**Unit Test**

* Test case ID: trigger\_activates\_once
* Description/Summary of Test: The trigger can only be activated once.
* Pre-condition: Player overlaps trigger.
* Expected Results: The trigger can only be activated once.
* Actual Result: The trigger is activated only once.
* Status (Fail/Pass): Pass
* Test case ID: collect\_time
* Description/Summary of Test: Time is collected for the entered room metric.
* Pre-condition: Trigger is activated.
* Expected Results: Time gets collected for the entered room metric.
* Actual Result: Time is collected for the entered room metric.
* Status (Fail/Pass): Pass
* Test case ID: update\_level\_count
* Description/Summary of Test: The system is updated with the players current level.
* Pre-condition: Trigger is activated.
* Expected Results: The system gets updated with the players current level.
* Actual Result: The system is updated with the players current level.
* Status (Fail/Pass): Pass
* Test case ID: puzzle\_intro\_displayed
* Description/Summary of Test: The puzzle introduction is displayed.
* Pre-condition: Trigger is activated.
* Expected Results: The puzzle introduction gets displayed.
* Actual Result: The puzzle introduction is displayed.
* Status (Fail/Pass): Pass

**Visual User Guide**

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