*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #755 Highlight Movable Objects

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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: Highlight Movable Objects**

* Description: As a developer, I want to highlight movable objects, so that the player can distinguish which objects they can interact with and move around.

Acceptance Criteria

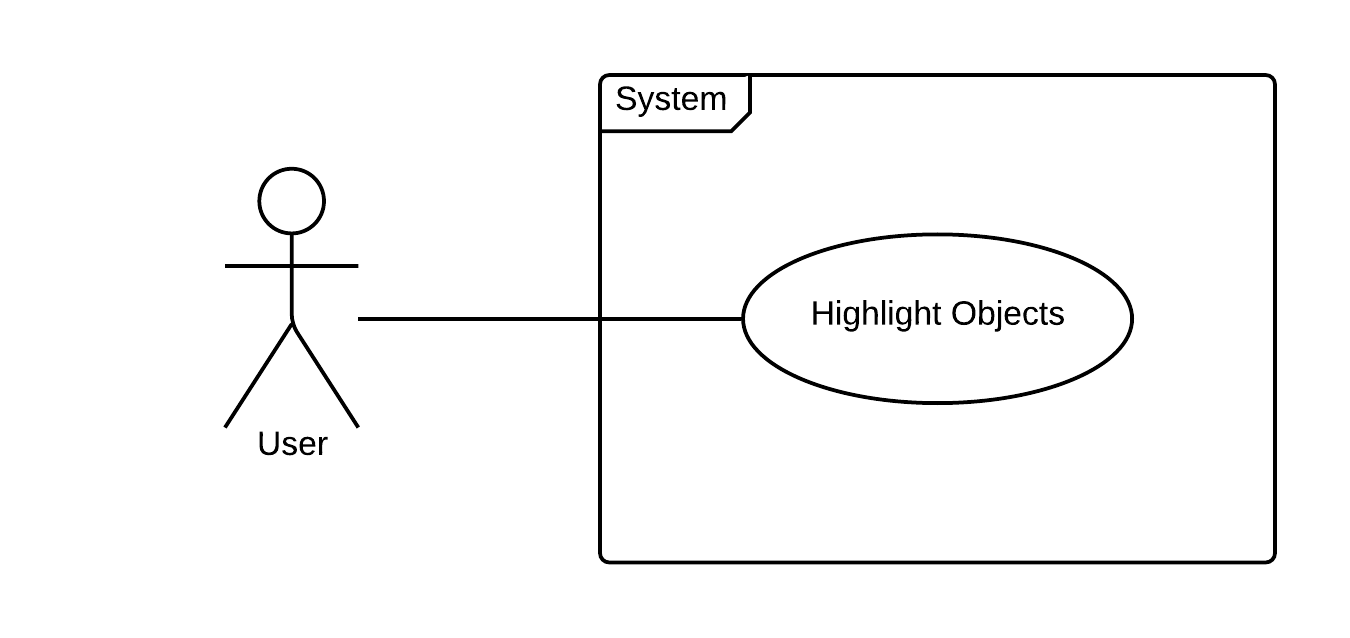
* Verify that movable objects are highlighted when the player is within range.
* Verify that movable objects are not highlighted when the player is out of range.

**Use Case**

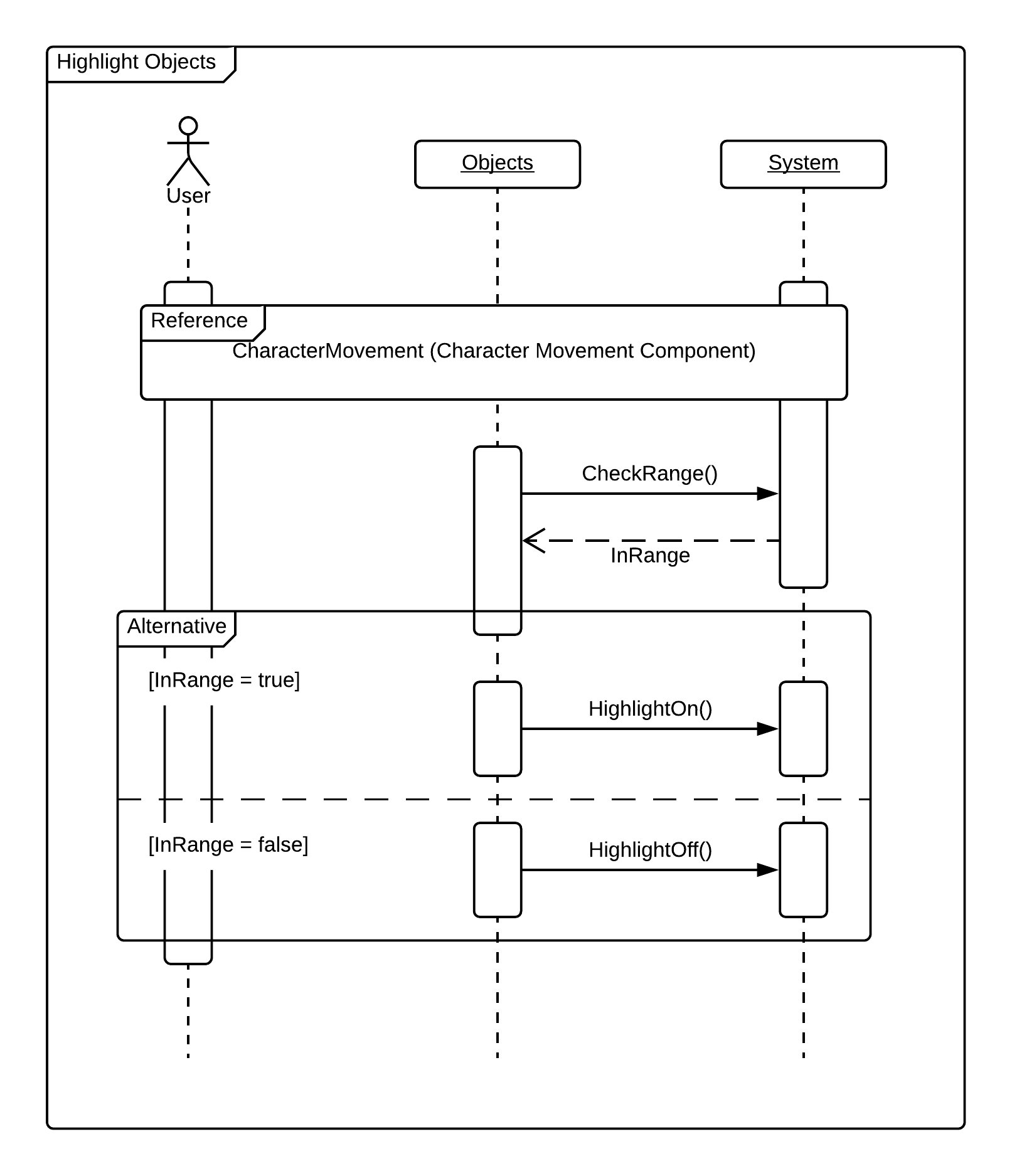
* Name: Highlight Objects
* Actor: User
* Preconditions: The object is movable.
* Description <Flow of events>:

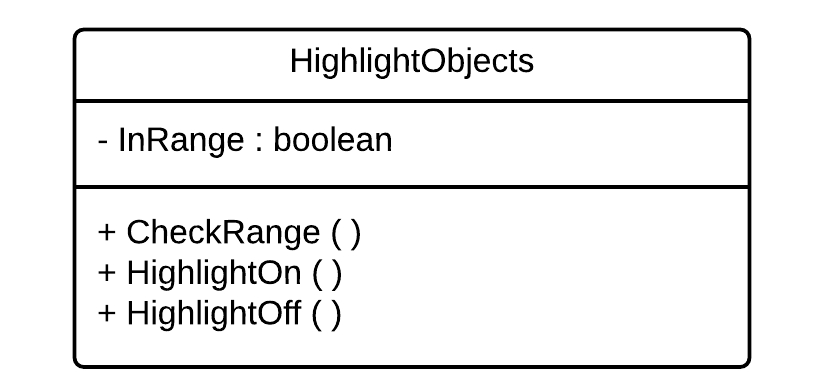
1. If the player is within range, then the object gets highlighted.
2. If the player is not within range, then the object is not highlighted.

**Use Case Diagram**



**Sequence Diagram**

  
**Class Diagram**



**Unit Test**

* Test case ID: highlight\_in\_range
* Description/Summary of Test: Movable objects are highlighted when the player is within range.
* Pre-condition: Player is within range of movable objects.
* Expected Results: Movable objects are highlighted.
* Actual Result: Movable objects are highlighted.
* Status (Fail/Pass): Pass
* Test case ID: highlight\_out\_of\_range
* Description/Summary of Test: Movable objects are not highlighted when the player is out of range.
* Pre-condition: Player is not within range of the movable objects.
* Expected Results: Movable objects out of the players range will not be highlighted.
* Actual Result: Movable objects out of the players range are not highlighted.
* Status (Fail/Pass): Pass

**Visual User Guide**

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