*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #778 Port Game to VR (Developer 1)

**Name:** Armando Carrasquillo

**Team Member(s):** Armando Carrasquillo, Daniel Perez, Santiago Bolivar

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

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

**Mentor(s)**: Francisco Ortega

**Instructor**: Masoud Sadjadi

**User Story Name: Port Game to VR (Developer 1)**

* Description: As a developer, I want to port the game to VR, so that the user can have a more interactive experience.

Acceptance Criteria

* Verify that the VR blueprint project has been successfully ported to the Alchemist Escape project.
* Verify that the movable objects are remapped to the movement interface to allow the player to pick up the objects with the Vive controllers.