*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #779 Port Game to VR (Developer 2)

**Name:** Daniel Perez

**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 2)**

* 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 Player blueprint has been attached to the camera in the game.
* Verify that the camera height in the game has been set to match the height of the Vive headset worn by the player.