*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #780 Port Game to VR (Developer 3)

**Name:** Santiago Bolivar

**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 3)**

* 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 teleportation controls have been setup correctly on the Vive controller.
* Verify that the teleportation area has been setup correctly in the game to allow players to move around.