*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #783 Alpha Testing (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: Alpha Testing (Developer 3)**

* Description: As a developer, I want to alpha test the game, so that any unforeseen errors or bugs in the game can be fixed.

Acceptance Criteria

* Verify that the Array puzzle works from start to finish.
* Verify that the player can move unhindered throughout the room.
* Verify that only the items that are pertinent to the puzzle can be picked up.
* Verify that no objects clip with each other.