*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story #687 WebVR Scene User Movement

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**Project:** WEB-VR: Towards Virtual and Augmented Reality for the Web

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

**Mentor(s)**:

**Instructor**: Masoud Sadjadi

**User Story Name: WebVR Scene User movement**

### **Description:**

* As a user viewing a virtual reality scene, I would like to move within the environment so I can observe the virtual objects from different viewing angles.

Acceptance Criteria

* The application should be able to detect if the user has additional io devices.
* The application should allow the user to use VR headset if they wish
* The application permits for the user to test their hand controllers (if they wish to use them)
* Entities will spawn at the click of a mouse on the scene in both webpage view and headset view

**Use Case**

* Name: User Test for Movement & IO
* Actor: User
* Preconditions: User redirects to this page and is using a browser that can fully run WebVR such as Firefox Nightly or Chromium
* Description:

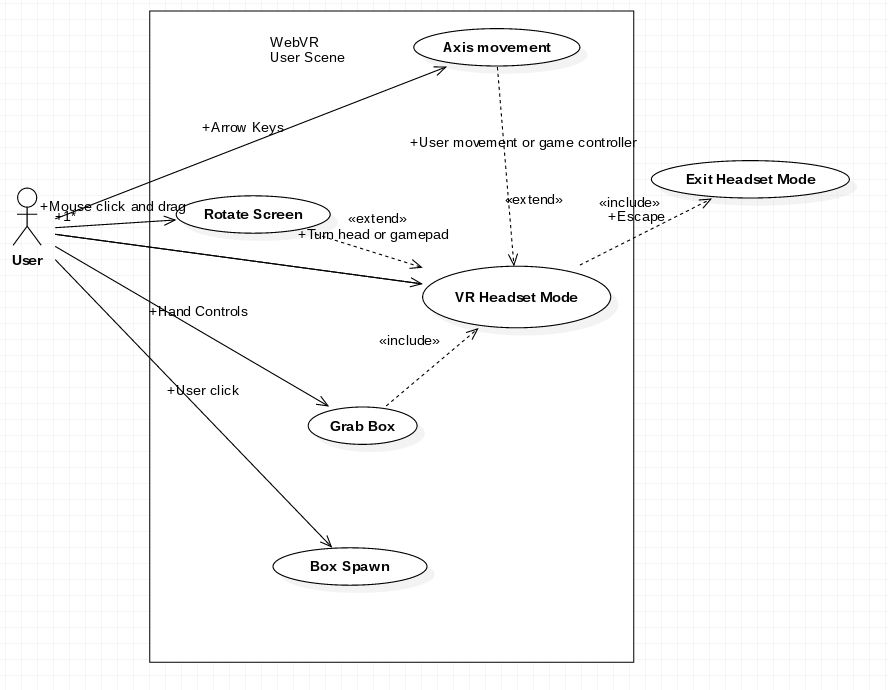
**ENTRY CONDITION:** User requests to be redirected to the application’s VR Test page from the home page.

I. User clicks on the headset icon

1. User can move around in VR View with proper headset and browser
2. User can rotate scene with a mouse and strafe it with the arrow keys.
3. User can mouse click to spawn box-shaped entities where reticule is located
4. Hand controls (with proper hardware) can be used to grab the boxes and move them

**EXIT CONDITION:** User presses escape or disables headset.

**Use Case Diagram**



**Sequence Diagram**

**Class Diagram**

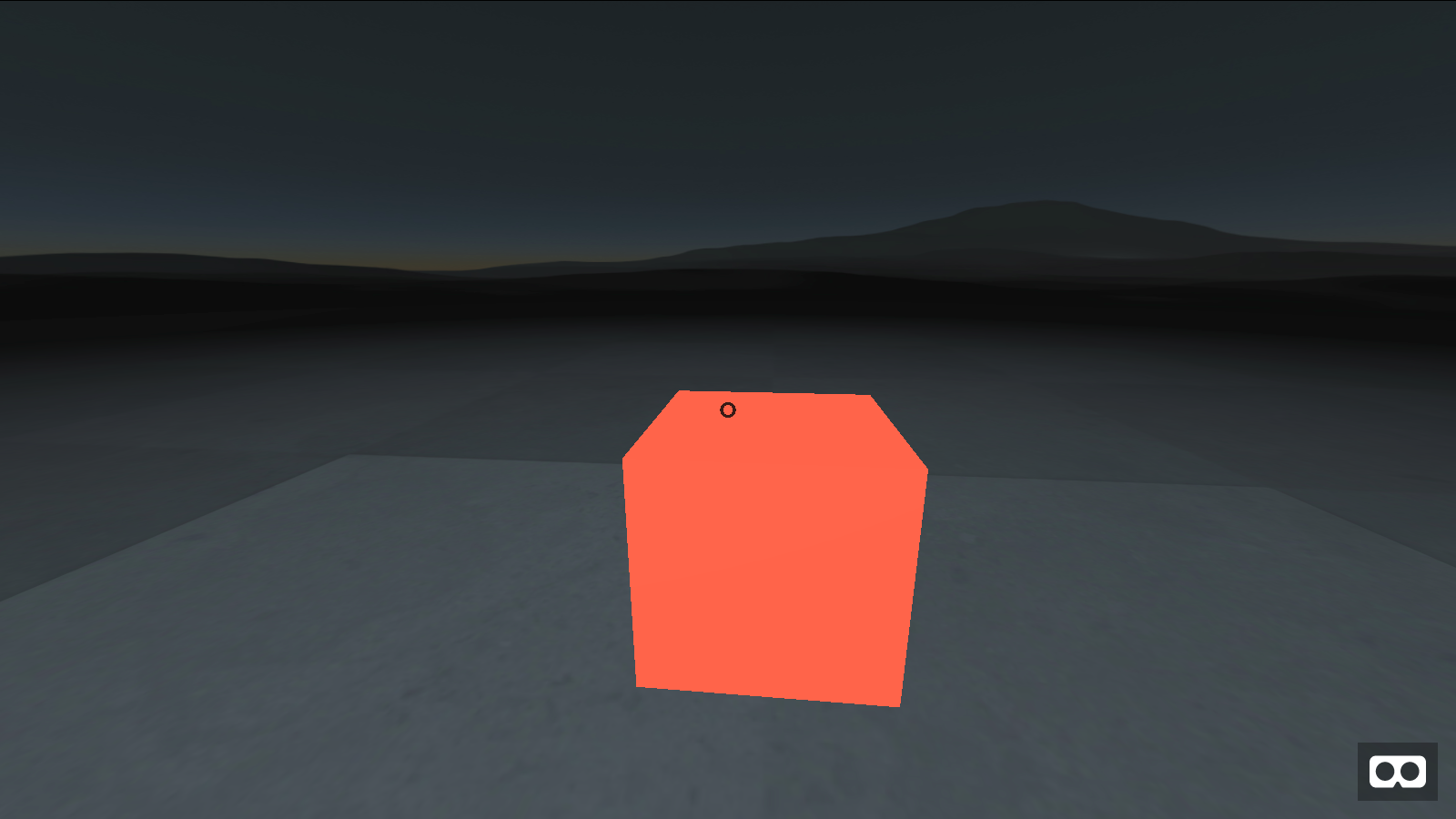
**Unit Test**

* Test case ID:
* Description/Summary of Test:
* Pre-condition:
* Expected Results:
* Actual Result:
* Status (Fail/Pass):

**Integration Test**

**Visual User Guide**

Original scene as soon as the page is accessed. Notice the headset symbol on the bottom right.



After pressing the headset symbol, the user is able to move freely and spawn boxes. All of the new boxes seen in this picture were spawned by the user’s request.

