*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #745 Statemachine

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**Team Member(s): Bernardo Pla, Daniel Rivero, Daniel Khawand, Hamilton Chavez**

**Project: WebVR 1.0 - Codeventures**

**Product Owner(s)**:

**Mentor(s)**: Francisco Ortega

**Instructor**: Masoud Sadjadi

**User Story Name:**

* Description: As a user who plays this game, I want to connect a set of logical events together based on logic I have deduced so that I can execute commands to the robot. I want this to be designed as a state-machine so that I can transition between logical events in a nice way.

Acceptance Criteria

* Each state must represent a logical event in the world
  + I.e. moveForward, moveBackwards
* Each transition must represent the sequence of logical events
* Guards must be implemented so that certain transitions can be taken based on some condition

**Use Case**

* Name:
* Actor:
* Preconditions:
* Description <Flow of events>:

**Use Case Diagram <**you can use draw.io**>**

**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** <like one or two screenshots of the feature. For the hardware project, a photo of device is required>