*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #684 View Binary Search Tree Scene

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**Project:** WEBVR 1.0

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

**Mentor(s)**: Francisco Ortega

**Instructor**: Masoud Sadjadi

**User Story Name: View Binary Search Tree Scene**

* Description: As a User, I would like to see how a Binary Search Tree gets created so I can comprehend the insertion of new elements.

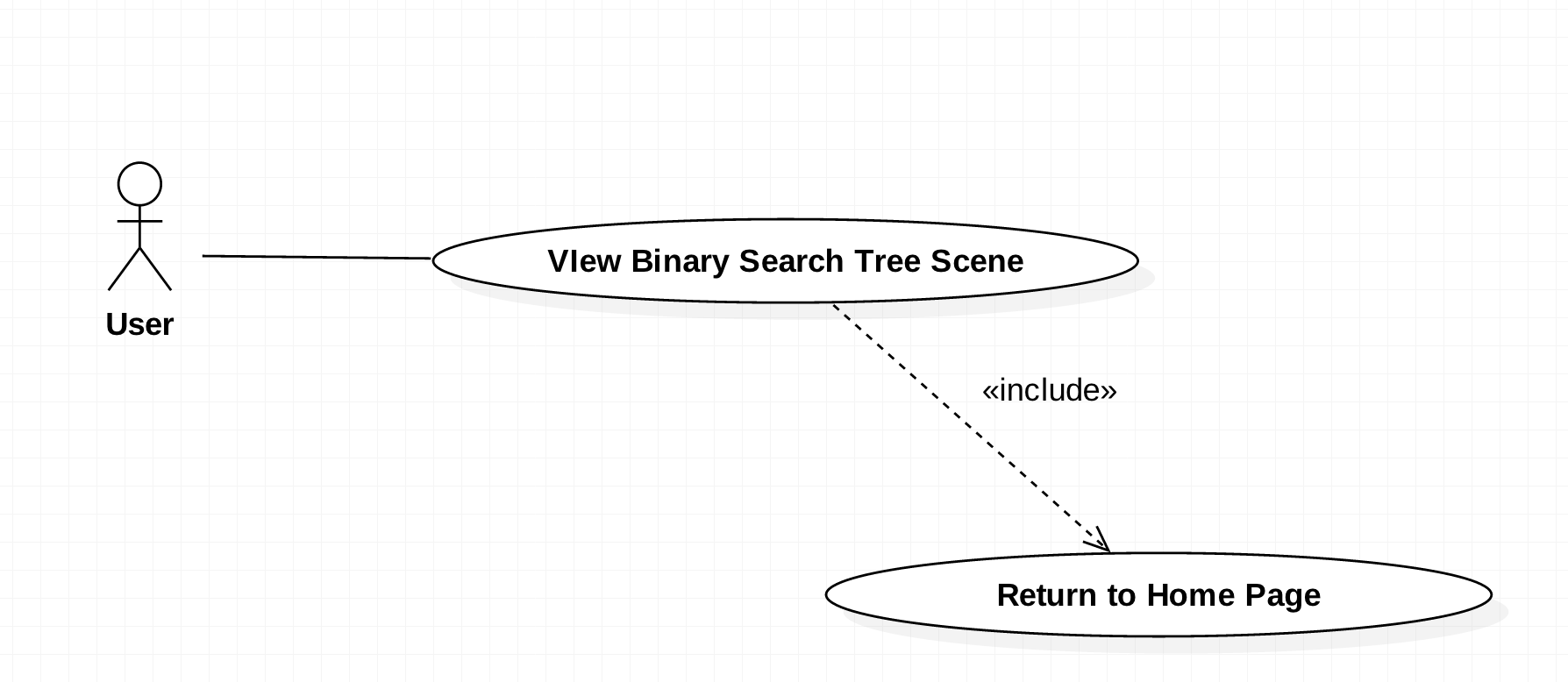
Acceptance Criteria

* The animation is not rushed.
* User’s camera is moved along with the time frames of the scene.

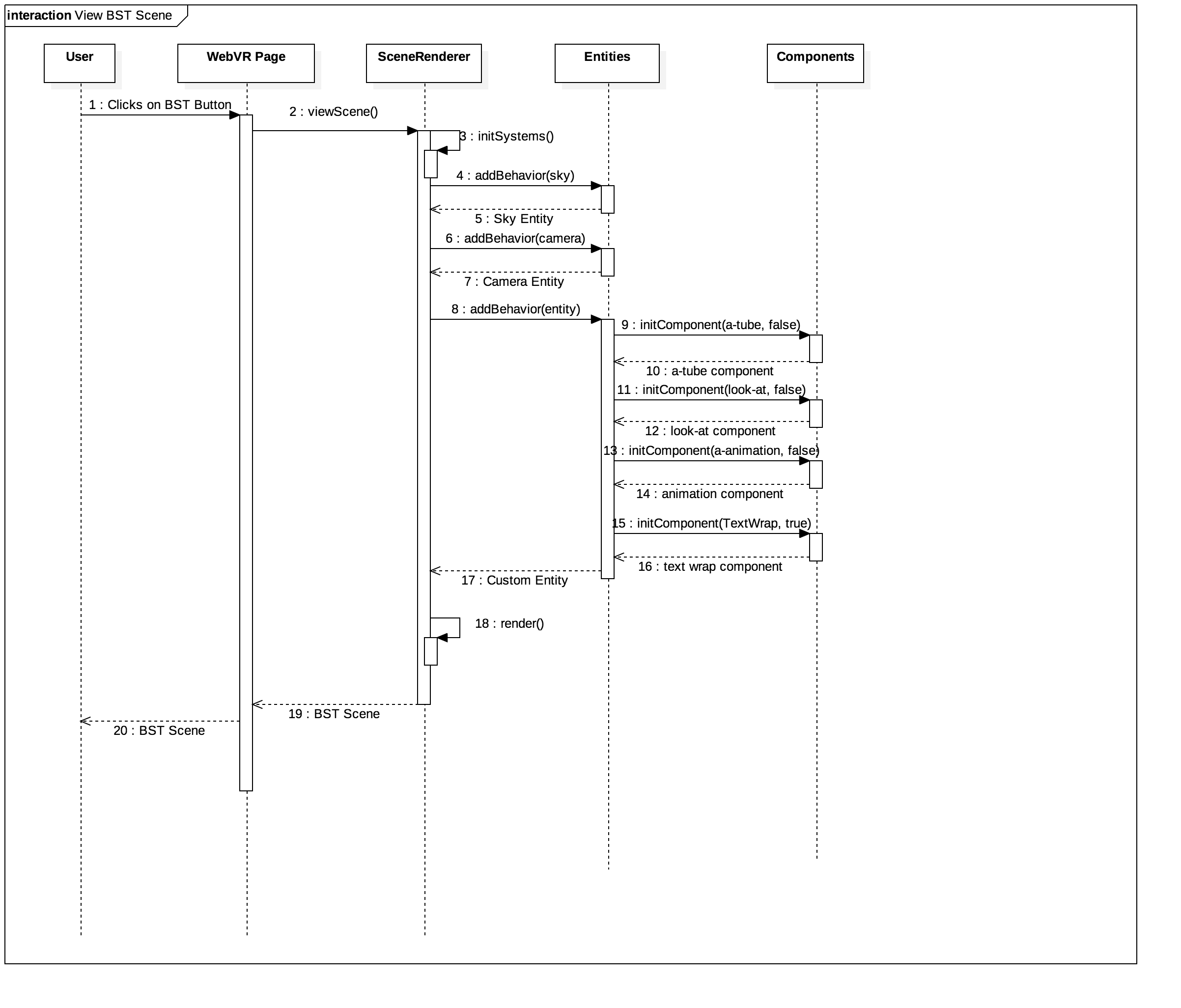
**Use Case**

* Name: View Binary Search Tree Scene
* Actor: User
* Preconditions: The user is viewing the WebVR website in landscape orientation mode.
* Description:
* User clicks on “Enter BST VR Scene” button.
  + The System redirects the user to the Binary Search Tree Scene page.
* The user views the scene.

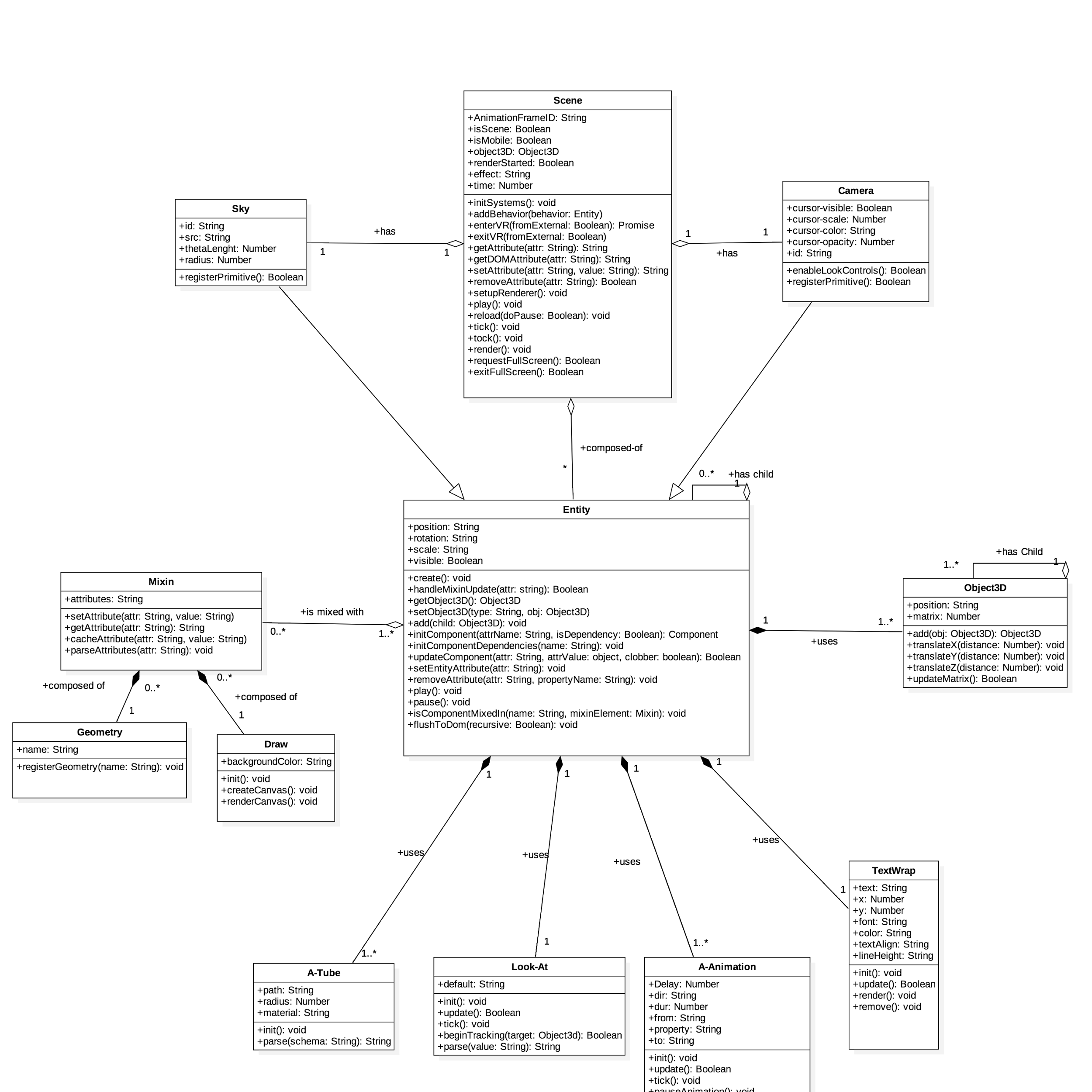
**Use Case Diagram**



**Sequence Diagram**



**Class Diagram**



**Unit Test**

|  |  |
| --- | --- |
| Test Case ID: | WEBVR-EDU-U002 |
| Purpose: | To verify that the a-tube component has been registered with A-Frame |
| Test Setup: | An entity object has been created.  var newEntity = new Entity(); |
| Test Input: | The function initComponent(a-tube) has been invoked on newEntity. |
| Expected Output: | initComponent() returns a Component object that reflects the behavior of a-tube default settings. |
| Status: | Pass |

**Visual User Guide**

