*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #677 Player Inventory

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**Project: WebVR 1.0**

**Product Owner(s)**:

**Mentor(s)**: Francisco Ortega

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**User Story Name:**

* As a user who plays this game, I want an inventory that keeps track of every game item that I have picked up so that all the usable items of the game are consolidated for me in a nice and organized way.

Acceptance Criteria

* Player inventory is a fixed amount of items.
* More than one of the same item stack together.

**Use Case**

* Name: Access player inventory
* Actor: Player
* Preconditions: The game is running.
* Description:
* Player opens the menu items of the left vive controllers
* Player presses up on the trackpad
* Inventory HUD gets displayed to the player

**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>