

SPRS-13 Feature Document

Users should have a realistic environment to drive the car on

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Project: SPARSE

Product Owner(s): Miguel Alonso Jr

Mentor(s):

Instructor: Masoud Sadjadi

 **SPRS-13** - Users should have a realistic environment to drive the car on DONE

Description

As a Users I would like to have a realistic environment to drive the car on

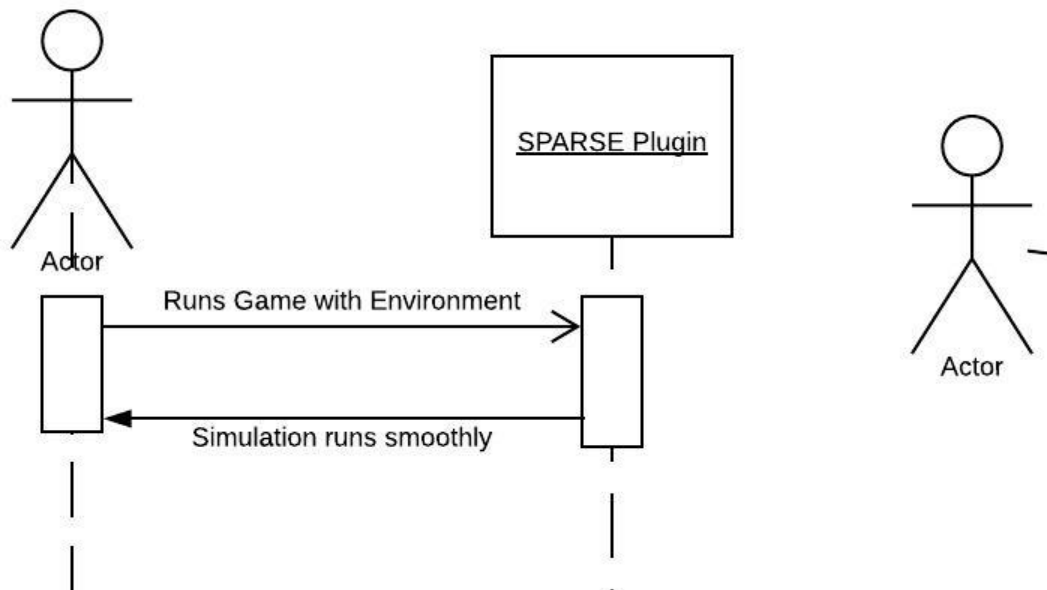
Acceptance Criteria

- Be able to change the environment to the Landscape Mountains Unreal environment
- Spawn points set up and car lands properly
- Simulation runs smoothly

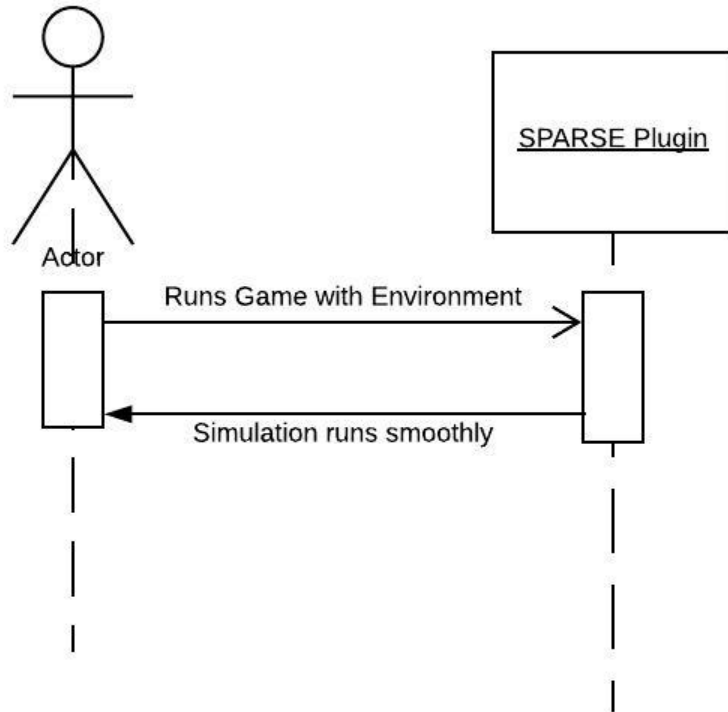
Use Case

- Name: Have Realistic Environment
- Actor: AI developer
- Preconditions: Unreal compiles
- Description <Flow of events>: Actor can begin simulation with Landscape Mountains, game runs smoothly.

Use Case Diagram



Sequence Diagram



Class Diagram

No classes were added, only assets were added to the SPARSE Plugin in folder \sparse-v1\Plugins\SPARSE\Content\

Unit Test

- Test case ID: SPRS-13-A
- Description/Summary of Test: Game runs smoothly on the Landscape Mountain map, spawn points set up. Also can change to any environment.
- Pre-condition: Unreal Game runs with new map
- Expected Results: Game runs smoothly on the Landscape Mountain map
- Actual Result: Game runs smoothly on the Landscape Mountain map
- Status (Fail/Pass): PASS

Visual User Guide

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

