

SPRS-21 Feature Document

Users have a realistic model of a car to drive with, so they can simulate realistic scenarios

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Project: SPARSE

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SPRS-21 - Users have a realistic model of a car to drive with, so they can simulate realistic scenarios

DONE

Description

As a User I would like to have a realistic model of a car to drive with **so that** I can simulate realistic scenarios.

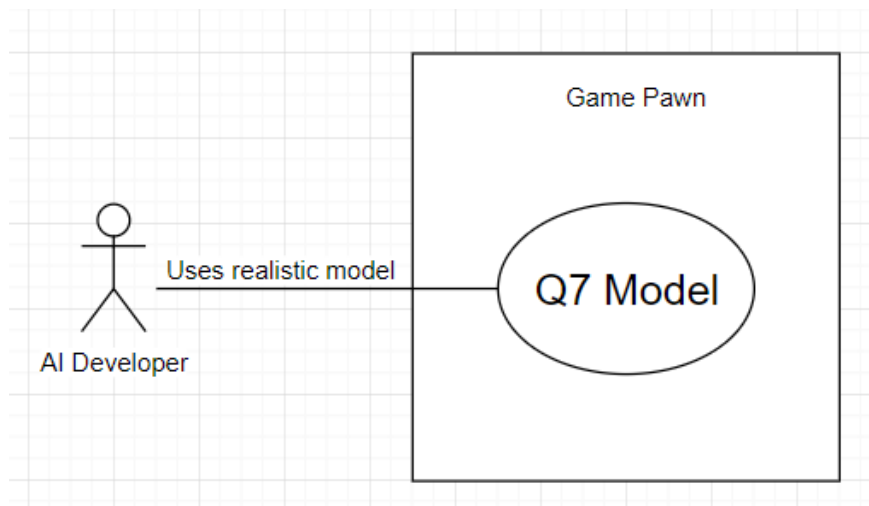
Acceptance Criteria

- Assets for an Audi Q7.
- The Car will have to be set up as the main actor in the game mode.
- Once the materials for the car are optimized, assets needs to be added to the project.

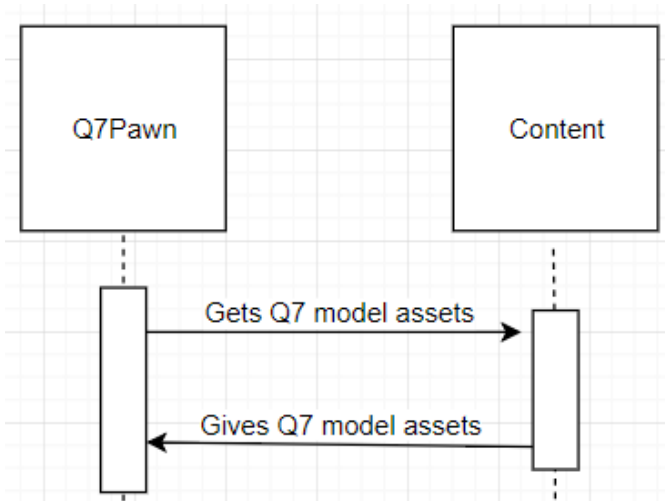
Use Case

- Name: Q7 Model
- Actor: AI Developers
- Preconditions: Q7 model is in the contents folder.
- Description <Flow of events>: Pawn uses assets from content to load a Q7 model.

Use Case Diagram



Sequence Diagram



Class Diagram

Q7Pawn using assets added to the SPARSE Plugin in folder \sparse-v1\Plugins\SPARSE\Content\Vehicles

Unit Test

- Test case ID: SPRS-21-A
- Description/Summary of Test: Pawn loads in working Q7 model
- Pre-condition: Q7 model is in contents folder
- Expected Results: Q7 model gets loaded in
- Actual Result: Q7 model got loaded in
- Status (Fail/Pass): Pass

Visual User Guide

