

SPRS-23 Feature Document

User should be able to reset the platform to restart the pawn to its default position

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Project: SPARSE

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Instructor: Masoud Sadjadi



SPRS-23 - User should be able to reset the platform to restart the pawn to its default position

DONE

Description

As a User I should be able to reset the platform to restart the pawn to its default position

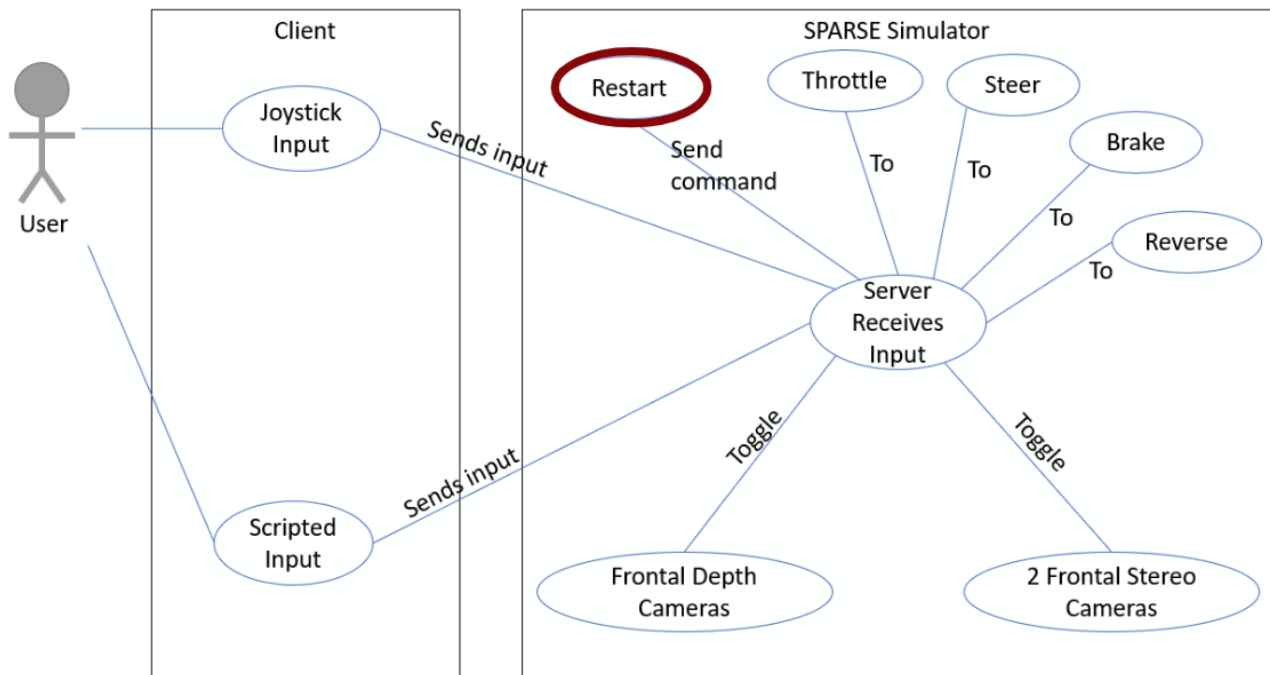
Acceptance Criteria

- Have a function to reset the pawn its default position through RPC
- Stop RPC server and rpc thread
- Restart Game, RPC server and rpc thread
- Reconnect from client to rpc server

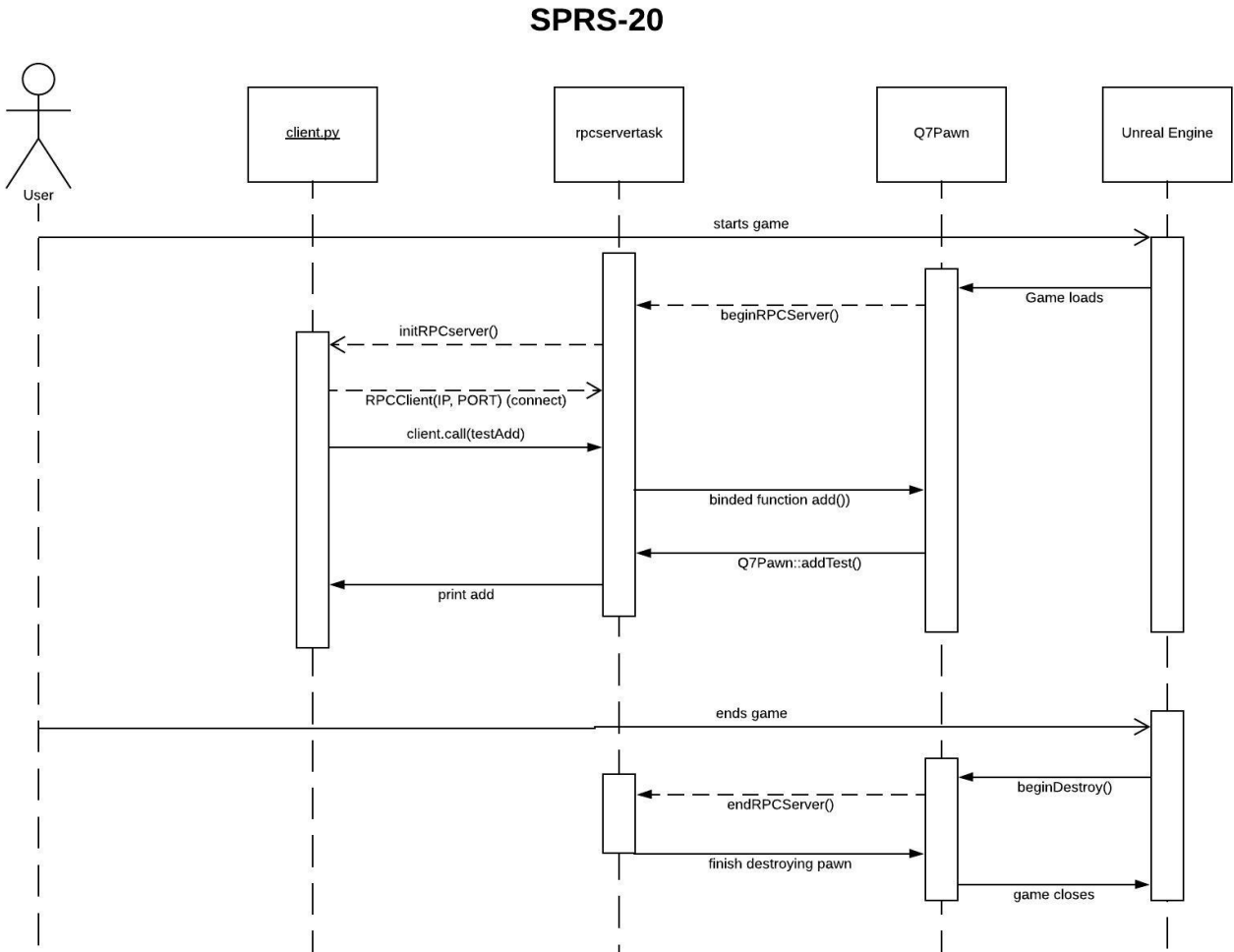
Use Case

- Name: Can restart simulation
- Actor: AI developer
- Preconditions: Unreal compiles and runs
- Description <Flow of events>: User can execute a command to reset the simulation.

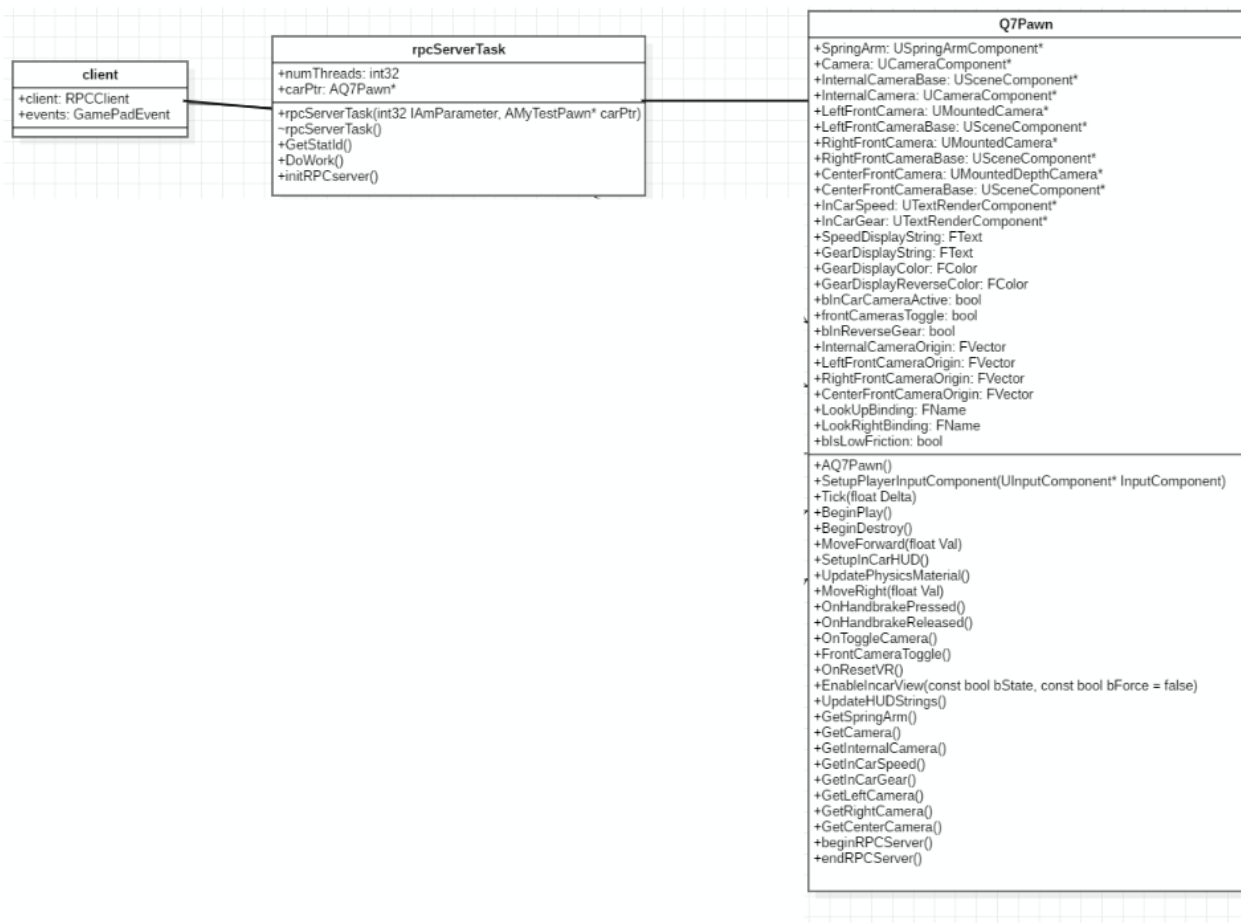
Use Case Diagram



Sequence Diagram



Class Diagram



Unit Test

- Test case ID: SPRS-23-A
- Description/Summary of Test: When running `client.call('reset')` the game will reset and restart RPCserver/ thread and the client will reconnect automatically
- Pre-condition: Unreal Game compile and runs
- Expected Results: The game will reset and restart RPCserver and the client will reconnect.
- Actual Result: Game reset and restart RPCserver and the client reconnected.
- 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>

