

SPRS-26 Feature Document

User should be able to see the frame rate of the simulation in the hud, to monitor its performance

Name: [Nicolas Gonzalez](#)

Team Member(s): [Nicolas Gonzalez](#) , [Emmanuel Perez](#)

Project: SPARSE

Product Owner(s): [Miguel Alonso Jr](#)

Mentor(s):

Instructor: [Masoud Sadjadi](#)



SPRS-26 - User should be able to see the frame rate of the simulation in the hud, to monitor its performance

DONE

Description

As a User I should be able to see the frame rate of the simulation in the HUD, to monitor its performance

Acceptance Criteria

- HUD has a read out of the Simulations Frames per second in real time

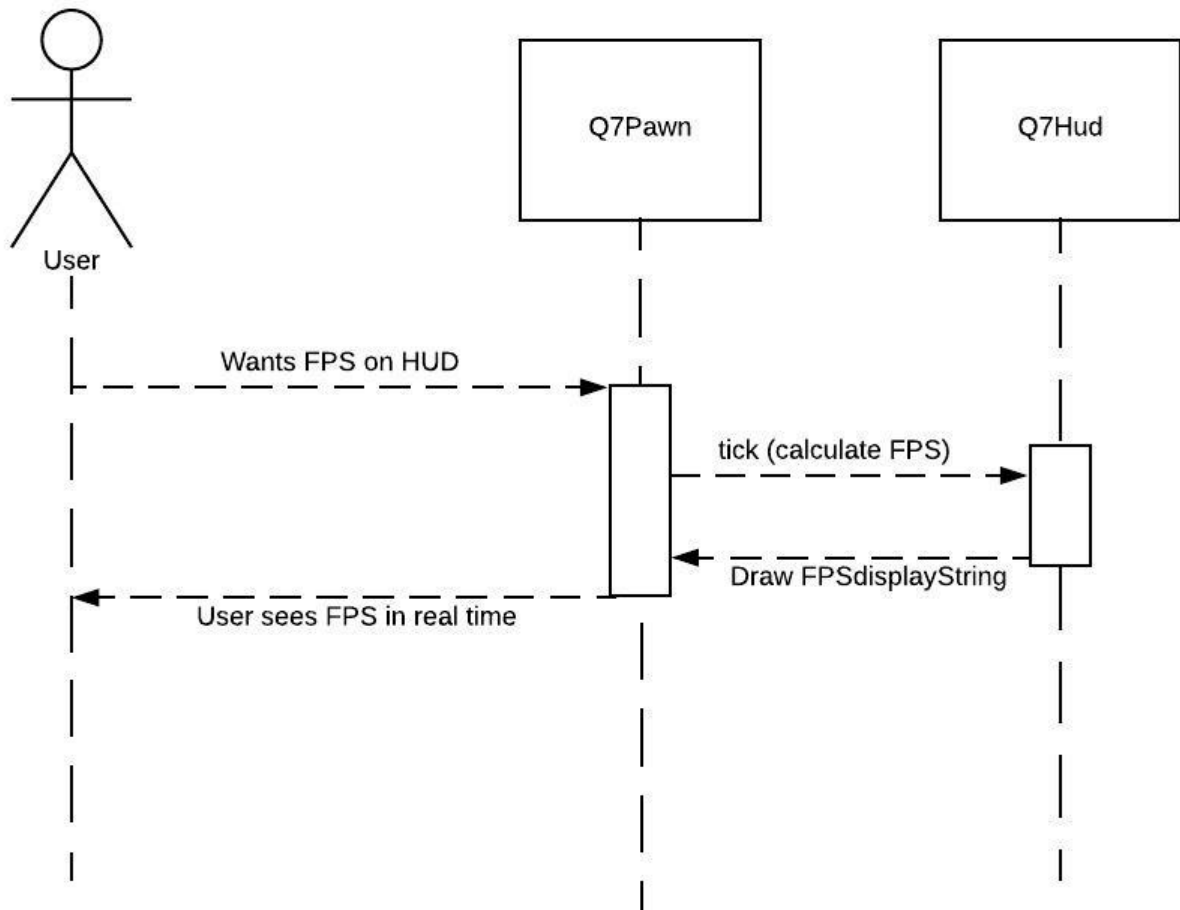
Use Case

- Name: Can monitor FPS
- Actor: AI developer
- Preconditions: Unreal compiles and runs
- Description <Flow of events>: User has an element on the HUD that shows FPS in real time

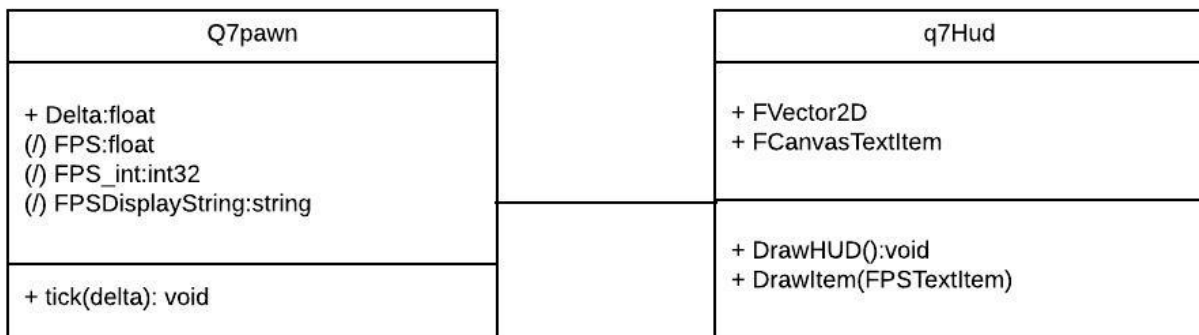
Use Case Diagram

Sequence Diagram

Use Case: FPS



Class Diagram



Unit Test

- Test case ID: SPRS-26-A
- Description/Summary of Test: User has a HUD read out of FPS in real time. will be used to monitor performance.
- Pre-condition: Unreal Game compile and runs
- Expected Results: HUD has read out of FPS in real time, confirm against editor fps
- Actual Result: HUD has read out of FPS in real time, confirmed against editor fps
- 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>

