

Sprint Review Checklist

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|-----------------|---|
| Sprint No. | 1 |
| Project Name | Calamity: A Disaster Preparedness Application |
| Reviewer's Name | Gene Tan |
| Review Date | January 30, 2020 |

This checklist is to be used to assess if sprint goals have been achieved during the sprint. Particularly, if the target features of the software have been built based on user acceptance criteria.

Functional Goals:

| User Acceptance Criteria | Compliance | | Remarks |
|--|------------|----|---|
| | Yes | No | |
| UC-2.0-S5: Player plays messaging game | / | | Scope: <ul style="list-style-type: none">• We will focus on the functionality and the playability of the game.• The player should be able to send and receive in-game texts.• The story should branch out depending on the player's choices throughout the game.• The player should be able to leave the messaging "application" via a home button. Limitation: We will not dwell on the design of the application as of this sprint and will come back to it on the future sprints. |
| UC-2.3-S1: Good Ending 1: Character evacuates and survives | / | | |
| UC-2.3-S7: Bad Ending 1: Character gets stuck/falls down a ditch | / | | |
| TOTAL | 3 | | |

Tester's Comments:

Usability Goals:

If interfaces will be delivered at the end of the sprint, evaluate the system according to Nielsen's Usability Heuristics. For items that are not applicable, check **NA**.

| Nielsen's Usability Heuristics | Strongly Disagree | | | | | Strongly Agree | NA |
|--------------------------------|-------------------|---|---|---|---|----------------|----|
| | 1 | 2 | 3 | 4 | 5 | | |
| Simple and Natural Dialogue | | | | | / | | |
| Speaks the Users' Language | | | | | / | | |
| Minimize User Memory Load | | | | | / | | |
| Consistency | | | | | / | | |
| Feedback | | | | | | | / |
| Clearly Marked Exits | | | | | / | | |
| Shortcuts | | | | | | | / |
| Good Error Messages | | | | | | | / |
| Prevent Errors | | | | | / | | |
| Help and Documentation | | | | | | | / |

Reviewer's Comments:

- The home button in the messaging app can be considered a “Clearly Marked Exit” to exit the messaging app
- “Help and Documentation” will be implemented in the future sprints