Sprint Review Checklist

Sprint No.	3
Project Name	Calamity: A Disaster Preparedness Application
Reviewer's Name	Gene Tan
Review Date	February 28, 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	
UC2.3-S6: Alternative way of getting Good Ending 1 (Good Ending 2): character survives despite not evacuating immediately	/		Notes: ● Character doesn't take his friends' warning seriously and doesn't immediately evacuate ● Character eventually evacuates late into the story
UC2.3-S3: Bad Ending 3: basement floor & walls crack & collapse	/		Notes: ● Character evacuates immediately ● Character returns home but dies under collapse
UC2.3-S2: Bad Ending 2: character gets electrocuted by using the dehumidifier	/		Notes: ● Character evacuates immediately ● Character returns home but dies from electrocution
UC2.3-S5: Bad ending 7: character gets poisoned	/		Notes: ● Character evacuates immediately ● Character returns home but gets food poisoning from contaminated food
UC2.3-S8: Bad Ending 4: character gets washed away by the flood	/		Notes: ● Character doesn't take his friend's warning seriously and doesn't immediately evacuate ● Character tries to escape by leaving his/her house during the flood
UC2.3-S9: Bad Ending 5: character gets stuck in the basement and drowns	/		Notes: ● Character doesn't take his friend's warning seriously and doesn't immediately evacuate ● Character goes to lower ground and gets trapped in the basement of his/her house
UC2.3-S10: Bad Ending 6: character gets electrocuted by using the radio	/		Notes: ● Character doesn't take his friend's warning seriously and doesn't immediately evacuate ● Character goes to higher ground (attic) ● Character tries to use wet electronics
TOTAL	7		

Tester's Comments:

<u>Usability Goals:</u>

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: