

## Sprint Review Checklist

|                 |   |
|-----------------|---|
| Sprint No.      | 2   |
| Project Name    | Calamity: A Disaster Preparedness Application |
| Reviewer's Name | Nephia Dalisay                                |
| Review Date     | February 14, 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 |   |
| UC1.0-S1: Player opens diary  | /          |    | Scope: <ul style="list-style-type: none"><li>• We will focus on the functionality of the diary app.</li><li>• The player should be able to open the diary from the home screen</li><li>• The player should be able to leave the diary "application" via a home button.</li></ul> 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. |
| UC1.0-S2: Player opens unlocked diary pages in diary                          | /          |    | Scope: <ul style="list-style-type: none"><li>• We will focus on the functionality of the diary pages.</li><li>• The player should be able to open a diary "page" from the diary application</li></ul> 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.  |
| UC1.0-S3: Invalid: Player tries to open locked diary pages in diary           | /          |    | Scope: <ul style="list-style-type: none"><li>• We will focus on the functionality of the diary pages.</li><li>• The player should not be able to read the actual contents of the diary "page."</li></ul> 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.   |
| UC2.0-S1: Player makes a decision that triggers a diary page to unlock        | /          |    | Scope: <ul style="list-style-type: none"><li>• This shall be done from within the messaging application.</li></ul>  |
| UC2.0-S2: Player makes a decision that doesn't trigger a diary page to unlock | /          |    |   |
| <b>TOTAL</b>  | 5          |    |   |

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:**