

## Sprint Review Checklist

Sprint No.	1
Project Name	Calamity: A Disaster Preparedness Application
Reviewer's Name	Filbert Wee
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"><li>• We will focus on the functionality and the playability of the game.</li><li>• The player should be able to send and receive in-game texts.</li><li>• The story should branch out depending on the player's choices throughout the game.</li><li>• The player should be able to leave the messaging "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.
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	/		
<b>TOTAL</b>	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 help has not yet been implemented. Help as in guided access to certain parts of the gameplay.