

Sprint Review Checklist

Sprint No.	4
Project Name	Calamity: A Disaster Preparedness Application
Reviewer's Name	Nephia Dalisay
Review Date	March 13, 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	
UC2.0-S3: Player doesn't make a decision	/		Note(s): <ul style="list-style-type: none">App saves the previous state of the game
UC2.3-S15: Player doesn't finish scenario	/		Note(s): <ul style="list-style-type: none">App saves current state of the game
TOTAL	2		

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: