

CS 192 Software Engineering II

Sprint Review Checklist

Reviewer's Name:	Hans Capiral	Peer Review Date:	3/30/2017
Project Name:	Dark Night	Project ID:	
		(if applicable)	
Developer's Group Name:	Legends	Sprint Number	4
Sprint Release Approved	3/24/2017		

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	
[Use Case 2.0 S3] Player encounters a game plot scene: the player may choose to either play the scene or skip the scene entirely.	✓		Sprint 4 was focused in polishing the story and the actual game scenes, hence the use case from the past sprint was included here.
[Use Case 2.2 S1]		✓	

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:

[Place here additional reviewer's comments. It may contain items that he or she would want to include in the succeeding sprints.]