

## CS 192 Software Engineering II

### Sprint Review Checklist

<b>Reviewer's Name:</b>	Hans Capiral	<b>Peer Review Date:</b>	3/15/2017
<b>Project Name:</b>	<b>Dark Night</b>	<b>Project ID:</b>	
		(if applicable)	
<b>Developer's Group Name:</b>	Legends	<b>Sprint Number</b>	3
<b>Sprint Release Approved</b>	3/03/2017		

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 3.0 S1] The player combats an in-game entity. The player enters combat when moving into an enemy or through the course of the story. The player can sometimes choose whether to fight or flee.	✓		
[Use Case 3.1 S1] While in combat, the player controls when to attack his/her opponent. If done correctly, the opponent will take damage.	✓		
[Use Case 3.2 S1] The player may take damage during a fight. Whenever the player gets hit by an opponent, a portion of health will be subtracted, which is indicated by a slight increase in heart rate.	✓		No heart rate mechanic yet.
[Use Case 3.3 S1] In certain cases, the player may choose to escape the battle. The player will then exit combat and switch to navigation controls.		✓	As of now, no way of escaping combat.

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.]