CS 192 Software Engineering II
Sprint Review Checklist

Reviewer's Name:	Hans Capiral		Peer Review Date:	4/6/17
Project Name:	**Dark Night**		**Project ID:**	
			(if applicable)	
Developer's Group Name:	Legends	**Sprint Number**	5	
Sprint Release Approved	4/7/17			

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	
Finishing up the main game mechanics (No use case)	✓		

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.]