# Sprint <#> Demo Feedback

Date:

Team Name:

Members:

|  |  |  |
| --- | --- | --- |
| Criteria | Out of | Grade |
| Introduced team and members | 5 |  |
| Clearly identified sprint goal (not list of stories) | 5 |  |
| Clearly described user stories with test cases | 5 |  |
| Clearly demoed the functionalities and the current status of the software | 15 |  |
| Demoed completed stories only | 5 |  |
| Planed for the next sprint | 5 |  |
| Showed synergy and preparedness for the demo | 5 |  |
| Received and responded adequately to questions and feedback | 5 |  |
| Total | 50 |  |

## Notes

* + Introduced team members.
* - Have not introduced members.
* + Included simple slides with a sprint goal, stories, test cases, and a future plan.
* - Should include simple plain text slides only.   
  The software should be the focus of the demo.
* + Defined a sprint goal.
* - Have not described the sprint goal.
* - The presented sprint goal did not match the one defined in sprint planning.
* - The sprint goal should be one simple sentence describing a business purpose,   
  not a list of stories.
* - The sprint goal should focus on business purposes and exclude technologies   
  (e.g., database).
* + Defined the stories and the test cases of the sprint.
* - Have not defined the stories and test cases of the sprint.
* - Defined the stories of the sprint, but not the test cases.
* - Should describe the test cases corresponding to the stories to be demoed.  
  Otherwise, audiences unfamiliar with the software may not understand the demo.
* - Should list stories and test cases of the sprint, not functions implemented.
* - Stories in progress on a member's workstation are incomplete.   
  They should not be demoed to the audiences.
* - Stories not merged into the team GitHub repository are incomplete.  
  They should not be demoed to the audiences.
* - One of the Agile principles is "Working software is the primary measure of progress."  
  All aspects of a story should be completed to be considered working.   
  Otherwise, the story is incomplete.
* - Only completed stories should be included in the demo.
* + Suggested possible stories for the next sprint to discuss with the product owner so that the product owner can decide on the priority.
* - Should have prepared a high-level design for the next sprint to discuss with the product owner and set the direction.
* - The plan for the next sprint should not simply include all remaining stories, which is unrealistic and irresponsible.
* - Sprint's high-level design should consider how future sprints can cohesively build on the current sprint. Should also think about what's involved in implementing each story.
* + All members participated in the demo.
* - Some members participated in the demo.
* - One member dominated the demo. All members should have participated.
* - Some members were not sure about the flow of the demo. The team needed more rehearsals before the demo.
* - The demo was confusing. Should have carefully planned the demo to make the stories clear.
* - The team should have carefully designed and tested the software before the demo.
* - Scrum advice against making last-minute changes before the demo.  
  The team should make sure that the demo will be successful.
* + Answered students' questions.
* + Answered product owner's questions.