{OUR GAME}

{N^{th}} Milestone Presentation
Sprint Results

• What we accomplished
  – {list of items to point out which highlights value created during this past sprint}

• What we dropped
Diff-Oriented Demo

• Visible results
  – {list of items to visually point out in your game and tools (prototypes count here too)}
  – {we’ve seen the basic demo a zillion times, so make this demo all about the delta resulting from the completed sprint}
Playtesting Results

• Unexpected Insights
  – {…}

• Design questions answered
  – {…}

• New user stories to address
  – {…}
Sprint Retrospective

• What worked well this sprint
  – {...}

• What crashed and burned
  – {...}

• How we are going to adapt the next sprint
  – {...}