	Days	Done	Remaining	Ideal Done Per Day	Ideal Velocity	
Initial Value	0	0	14	1	14	
	1	0	14	1	13	
	2	2	12	1	12	
	3	0	12	1	11	
	4	1	11	1	10	
	5	1	10	1	9	
	6	2	8	1	8	
	7	0	8	1	7	
	8	3	5	1	6	
	9	0	5	1	5	
	10	3	2	1	4	
	11	2	0	1	3	
	12	0	0	1	2	
	13	0	0	1	1	
	14	0	0	1	0	

This is a **sample Scrum-style iteration burn down chart** for software development created by **Meitar Moscovitz**. It can be used to plot a team's progress throughout a development cycle (aka. "iteration" or "sprint"). This sample chart depicts a 3-week iteration (15 working days) with a 150-point target goal.

The *X-axis* represents time, and is thus labelled **Time in Days**, while the *Y-axis* represents the work to be completed, and is labelled **Points**.

The **green line** shows the team's **ideal velocity** based upon the total number of points—termed the **Remaining Initial Value**—scheduled for completion in the graphed iteration.

The **blue line** shows the team's **actual velocity** (or "completed work"), which is entered by the team leader (aka. Scrum Master) after each day in the **Done** column.

To use this chart: duplicate this sheet, enter your iteration's total points in the **Initial Value** row of the **Remaining** column, and delete the values in the **Done** column except its initial value of 0. To add more days, copy and paste more rows into the table. Optionally, give the sheet and its contents new titles. ;)