

What Does the Burndown Chart Show?

A **Burndown Chart** visually represents the **amount of work remaining (Story Points)** in a sprint, plotted against **time (Sprint Days)**.

- **X-axis:** Days in the sprint (Day 1 to Day 10)
- **Y-axis:** Remaining story points (from 50 to 0)
- **Green Dashed Line:** Ideal (planned) progress
- **Red Line with Dots:** Actual progress



User Stories in the Sprint

Here are the user stories committed for this sprint:

User Story ID	Description	Story Points	Status
US-101	User Login via Google	5	✅ Completed
US-102	Create Task Module	8	✅ Completed
US-103	Edit Task Feature	5	🕒 In Progress
US-104	Email Notifications	8	❌ Not Started
US-105	Admin Dashboard	10	❌ Not Started
US-106	Real-time Collaboration (WebSockets)	10	🕒 In Progress
US-107	Logout & Session Timeout	4	✅ Completed

+ Total Story Points: 50

What are Story Points?

Story Points are units used to estimate the **effort**, **complexity**, and **risk** associated with each user story—not time-based. For example:

- Simple feature (e.g., logout): 3–5 points
- Medium complexity (e.g., email notifications): 8 points
- Complex feature (e.g., real-time sync): 10+ points

Story Points help determine **how much work can be done in a sprint** based on the team's average velocity.

Ideal Burndown Line (Green Dashed Line)


- Starts at 50 (total story points)
- Decreases evenly by 5 points/day (i.e., $50 \div 10$ days)
- By **Day 6**, the team should have 20 story points remaining

Actual Burndown (Red Line with Dots)

Day	Remaining Story Points	Explanation
1	50	Sprint starts
2	45	US-107 (4 pts) nearly completed
3	42	Partial work on US-101
4	38	US-101 completed (5 pts)
5	34	Started US-102 (8 pts)
6	30	US-102 completed

7	25	Work started on US-103 and US-106
8	18	Partial completion of in-progress stories
9	10	Major progress on complex stories
10	0	Sprint goal completed late

Analysis: Are We On Track?

- **By Day 6:**
 - **Expected:** 20 story points remaining
 - **Actual:** 30 story points remaining
 -  **Behind Schedule by 10 points**
- **Reason:**
 - Complex stories (like US-106) were underestimated
 - Some stories started late (e.g., US-104, US-105)
- **Recovery:**
 - The team increased velocity from Day 7 onward
 - Closed gap by accelerating delivery before Day 10

Key Takeaways

Aspect	Description
User Stories	Describe functional features from the user's point of view
Story Points	Estimate of effort/complexity, help in planning and tracking

Ideal Burndown	A straight line showing expected story point completion day-by-day
Actual Burndown	Shows how work is progressing; used to assess sprint health
Sprint Health	Behind schedule by mid-sprint, but recovered to finish on time

Tips for Future Sprints

- Break large stories (10+ points) into smaller ones
- Use **Planning Poker** for accurate estimation
- Prioritize early starts on complex items
- Monitor burndown daily and adjust scope if needed
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