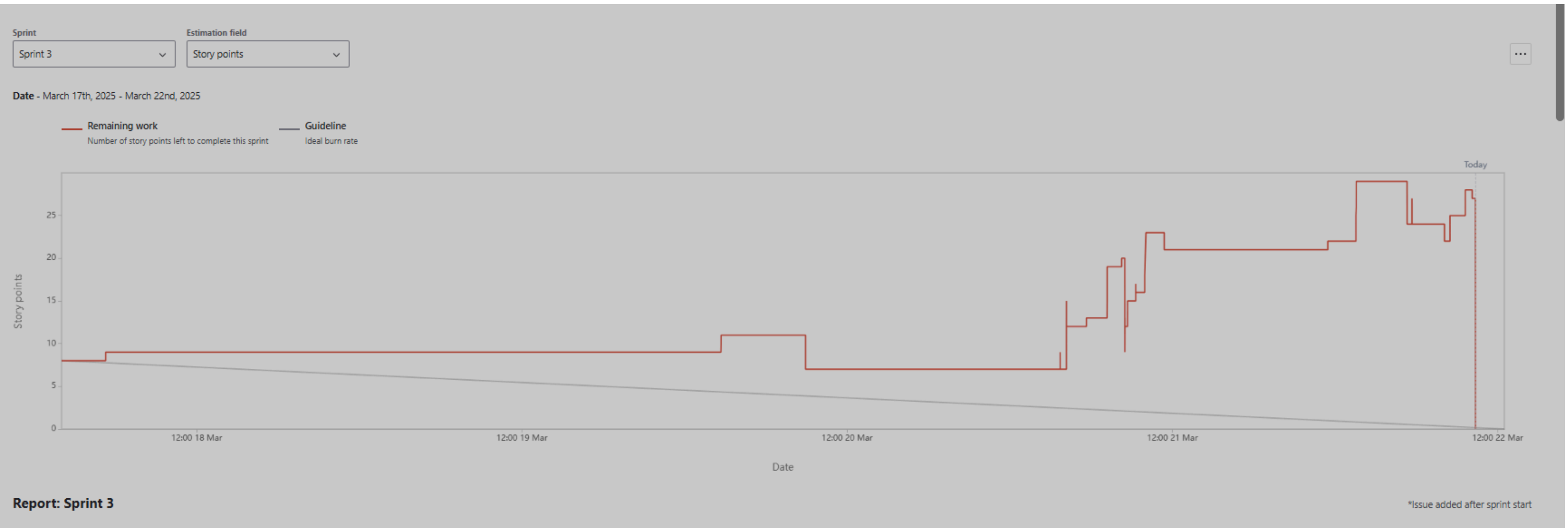
Sprint 3 chart:



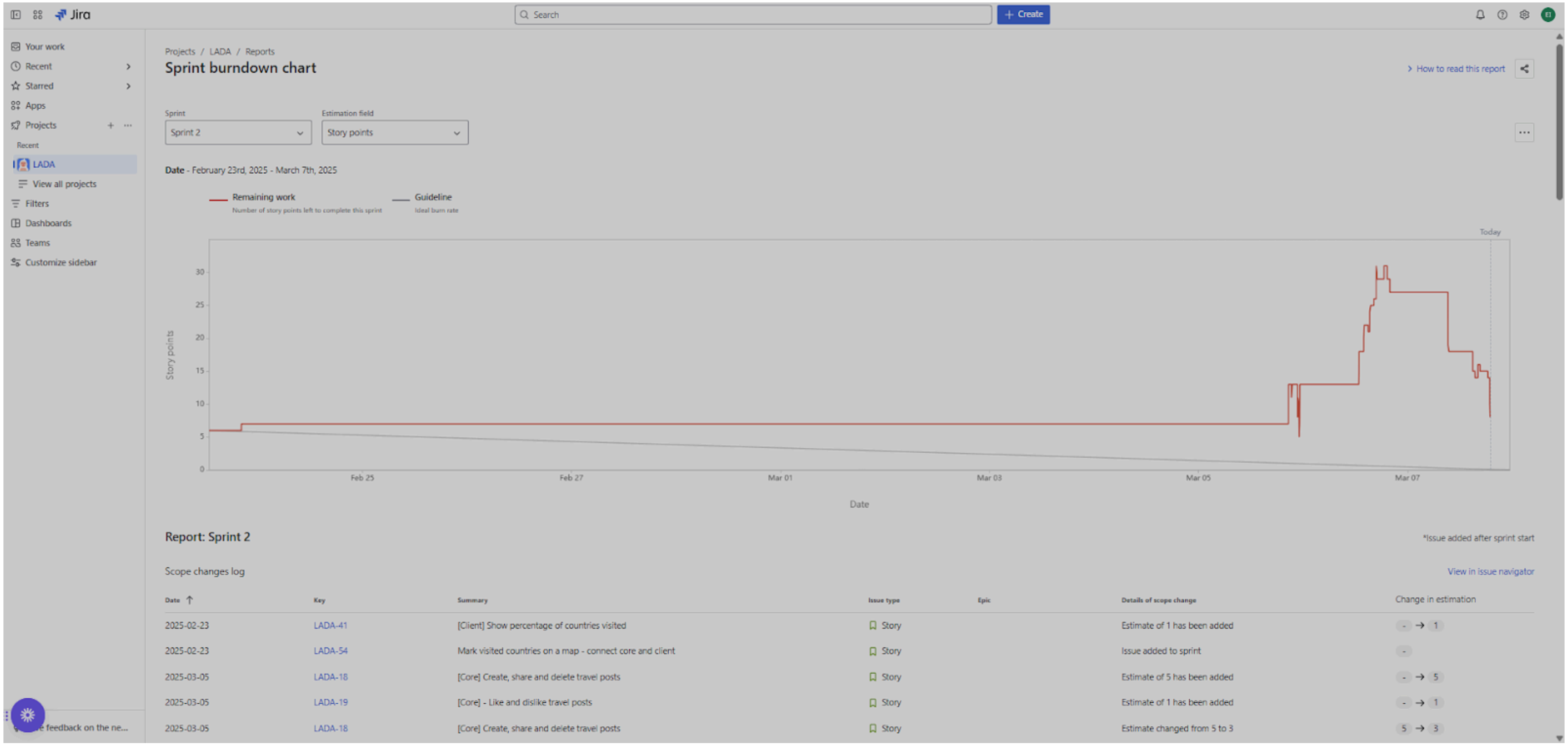
Sprint: Sprint 3

Estimation field: Story points

Date - March 17th, 2025 - March 22nd, 2025

Report: Sprint 3

Sprint 2 chart:



Projects / LADA / Reports

Sprint burndown chart

Sprint: Sprint 2

Estimation field: Story points

Date - February 23rd, 2025 - March 7th, 2025

Report: Sprint 2

Scope changes log

Date ↑	Key	Summary	Issue type	Epic	Details of scope change	Change in estimation
2025-02-23	LADA-41	[Client] Show percentage of countries visited	Story		Estimate of 1 has been added	- → 1
2025-02-23	LADA-54	Mark visited countries on a map - connect core and client	Story		Issue added to sprint	-
2025-03-05	LADA-18	[Core] Create, share and delete travel posts	Story		Estimate of 5 has been added	- → 5
2025-03-05	LADA-19	[Core] - Like and dislike travel posts	Story		Estimate of 1 has been added	- → 1
2025-03-05	LADA-18	[Core] Create, share and delete travel posts	Story		Estimate changed from 5 to 3	5 → 3

Comments/Analysis:

Looking at the burndown charts for the two sprints, we can see that both sprints experienced tasks being added throughout the duration of the sprint. This likely came from the fact that we originally created stories without splitting them into Core and Client components since we just wanted to see what work needs to be done in general. However, while developers were working through the sprint and taking on tickets, they would split up the tickets into the frontend and backend components for clarity and to accurately divide responsibilities. Compared to Sprint 2, however, Sprint 3 shows a slight improvement in how tasks were scheduled. In Sprint 2, most tickets were completed in the final days of the sprint, causing a sharp drop in the burndown chart near the end. By contrast, Sprint 3's tasks were spread out more evenly, indicating we did a better job of pacing our work and avoiding a last-minute rush. From our experience in the previous sprint, we learned that starting tasks earlier helps prevent last-minute issues, reduce unexpected complications, and remove as much stress as possible related to rushing work at the end.

In terms of velocity, during Sprint 2 we completed 37 story points, and in Sprint 3, we managed to complete 59 story points. The improved velocity in Sprint 3 reflects several positive changes in our approach. First, we became more accurate in estimating how long tasks would take, which allowed us to plan more effectively and complete a greater number of story points. Additionally, in Sprint 3, we wanted to finish as much as we could before the scheduled demo during our lecture. The team was more motivated to finish as much as possible so we would have more functionality to show during our presentation. Lastly, we didn't have midterms scattered throughout Sprint 3 like they were for Sprint 2, so we were able to dedicate more time to our project.