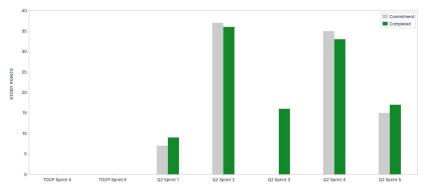
Velocity

For this report, we will be focusing on Sprints 3, 4, and 5 since we discussed Sprints 1 and 2 in Metrics 1. While these are the reports generated by JIRA, the points committed are inaccurate, particularly for Sprint 3 and 5. Disclaimer: I am incredibly confused as to how JIRA generated the story point numbers on this overall velocity graph since they do not at all reflect the story point numbers they show for linked individual velocity graphs.

Overall Velocity (Inaccurate)



Sprint	Commitment	Completed		
TOOP Sprint 4	0	0		
TOOP Sprint 5	0	0		
Q2 Sprint 1	7	9		
Q2 Sprint 2	37	36		
Q2 Sprint 3	0	16		
Q2 Sprint 4	35	33		
Q2 Sprint 5	15	17		

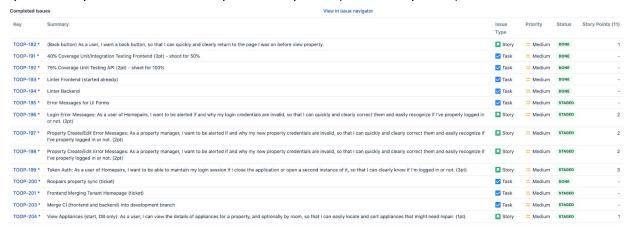
Points scored Committed Completed Q2 Sprint 3 Q2 Sprint 4 Q2 Sprint 5

Sprint | Committed | Completed

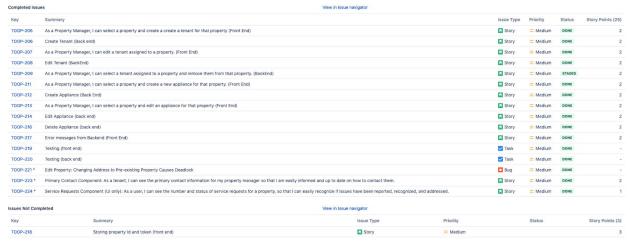
Q2 Sprint 3: 11 11
Q2 Sprint 3: 28 25
Q2 Sprint 3: 20 17

Overall Velocity (Accurate)

Sprint 3: 11 points committed, 11 points completed (100% completion)



Sprint 4: 28 points committed, 25 points completed (89% completion)



Sprint 5: 20 points committed, 17 points completed (85% completion)

ompleted Issu	es View in Issue navigator				
Key	Summary	Issue Type	Priority	Status	Story Points (12 → 17
TOOP-218	Storing property Id and token (front end)	☑ Story	= Medium	DONE	3
TOOP-225	Service Provider CRUD (Backend only): As a property manager, I can manage a list of my favorite service providers, so that I don't have to check Roopairs / can rehire my favorite providers.	■ Story	= Medium	DONE	2 → 3
TOOP-227	View Service Request Details (Frontend): As a property manager, I can view the details of a service request, so that I know the specifics of that service request	■ Story	= Medium	DONE	2
TOOP-228	View Service Requests By Property (Backend): As a property manager, I can view my current service requests by property, so that I know what needs to be dealt with	■ Story	= Medium	DONE	3
TOOP-229	Service Request Details CRUD (Backend): As a property manager, I can manage the details of a service request, so that I know the specifics of that service request	■ Story	= Medium	DONE	2 → 3
TOOP-231	Get Heroku Back up (backend)	▼ Task	= Medium	DONE	-
TOOP-232	Send address to make the google formatted address.	✓ Task	= Medium	DONE	
TOOP-233 *	React-router-native Web Navigation: As a user, I can put in a URL of appropriate format, and be navigated to the right page	■ Story	= Medium	DONE	- → 3
ssues Not Com	pleted View in Issue navigator				
Key	Summary	Issue Type	Priority	Status	Story Points (3)
TOOP-222	Navigation Header Not Properly Navigating Backwards.	Bug	→ High		
TOOP-226	View Service Requests By Property (Frontend): As a property manager, I can view my current service requests by property, so that I know what needs to be dealt with	■ Story	= Medium	IN PROGRESS	1
TOOP-234 *	Take advantage of class based views (backend)	✓ Task	= Medium	IN PROGRESS	

Sprint 3 had a rather low velocity of 5.5 points per week (11 points completed / 2 weeks). This was primarily attributed to learning and setting up tests for previous code as well as a lot of other finishing touches and cleaning up from the last sprint. So although this velocity seems low, that is primarily because a lot of the work done involved tasks rather than stories. Additionally, because sprint 2 had been our first big sprint, with a lot of unfinished work involving testing, it makes sense that the velocity for this sprint wasn't that high (it may be more accurate to judge Sprint 2 and 3 with a combined velocity since they had so much overlapping work). Therefore, it makes sense that Sprint 3's velocity is low, and this isn't necessarily a bad thing.

Sprint 4 & 5 were one week sprints with velocities of 25 points per week and 17 points per week respectively. The improved velocity makes a lot of sense considering we were more proficient and had established our development environment by this point. Sprint 4 and 5 were destined to be "catchup sprints" anyhow, to try to accelerate development to keep development on schedule with our goals. Considering Sprint 4 was so intense, it made sense that we slowed down a bit by Sprint 5. These fast-paced 1 week sprints were not a stable means of developing long term. This is reflected not only in lower velocity, but also completion dropping from 89% to 85%. This is a good sign that we're doing well since we have gotten better and were able to catch up with our schedule with success.

It is interesting to note that completion wasn't 100% when we were at our higher velocity. That is to say, when we're getting more done we do not necessarily get everything done. We did a good job of avoiding higher point stories these sprints, as we learned from Metrics 1. The stories that weren't completed were 3 points, the highest we had. Unfortunately, complex issues are unavoidable. So 80-90% completion, having one higher value story perhaps not be completed, makes sense. For 100% completion, it would likely be best to go back to two week sprints, since you don't always have enough time to tackle complex issues in one week. Additionally, to avoid future rushed "catchup sprints", it is likely a good idea to plan our backlog out further, as well as perhaps aim for 20-25 points per sprint (velocity of 10-12.5 per sprint). This seems like a good rate for securing 100% completion and a pace that would be easy to consistently maintain, and we could always work ahead if all committed tasks were completed.