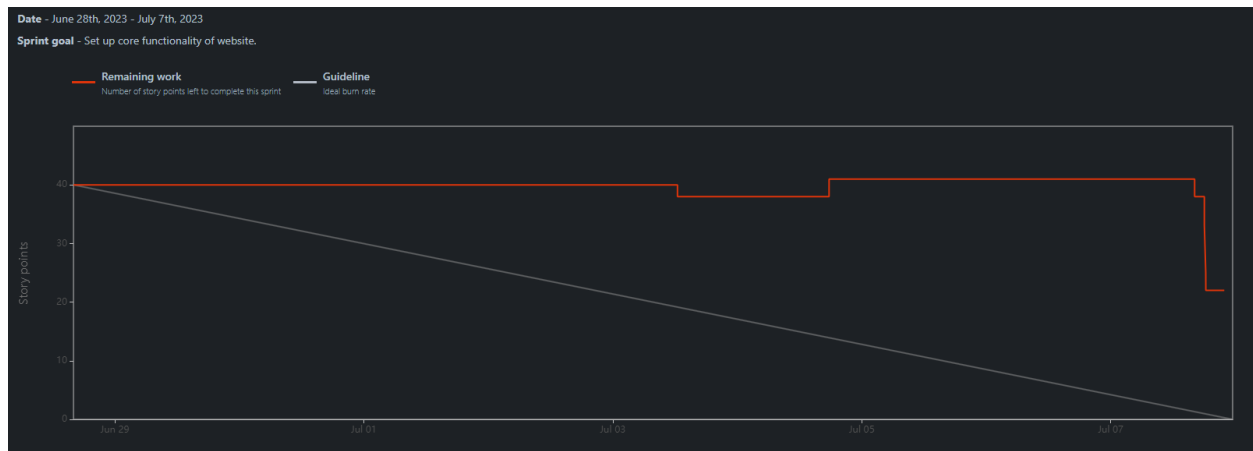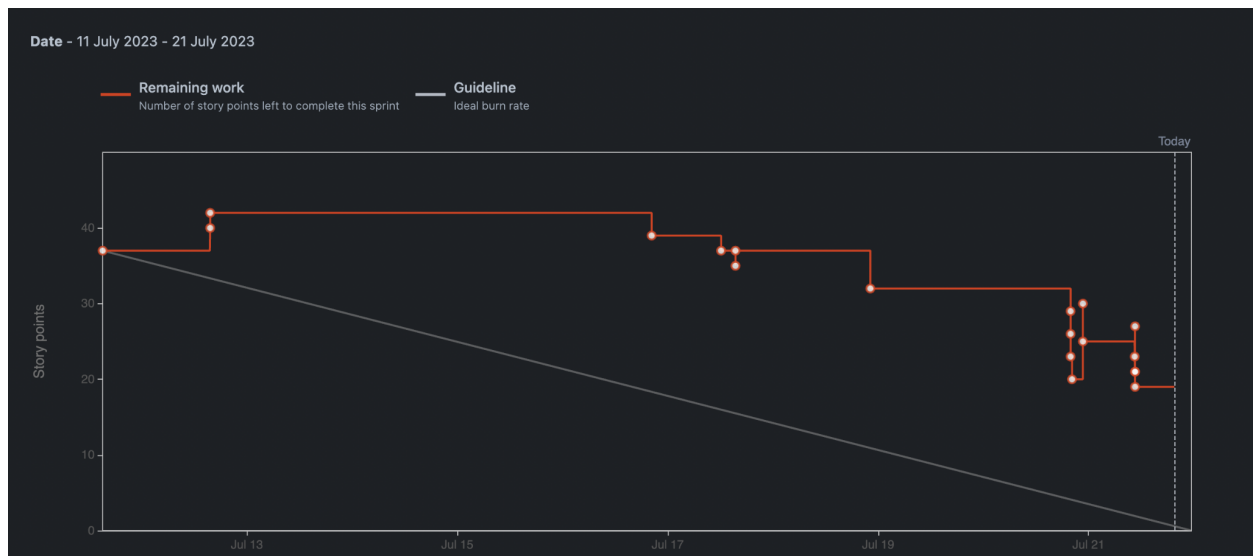## Burndown chart the previous sprint

Burndown chart for this sprint

Comments about burndown chart for the current sprint:
- This burndown chart has several noticeable upwards spikes – this is all from revision of estimates for existing stories, notably CIT-28 which had the biggest revision from 3 to 8 points. We didn't realize the scope of building a realtime chat messaging system would be so large at the outset of the sprint.
- Again, progress accumulated largely at the end of the sprint despite the fact that CIT-42 (one of the only tickets with more than 1 dependency) was completed very early on into the sprint. This was due to the prioritization of other standalone tickets, which required more thought than simply making modifications on top of CIT-42 as a base.
- Similarly to the last sprint, we fell short of our planned velocity due to the aforementioned revisions as well as prioritization of alternate tickets which took slightly longer than expected.

On planned velocity vs. previous sprint velocity
- We did revise our planned velocity to be slightly less than 40 points (our planned velocity for the previous sprint), believing that we could achieve the full velocity because there were several unforeseen setbacks that occurred during the previous sprint due to

experimentation with new technologies. We still acknowledged that 40 was a high target and did not attempt to exceed it
- Even though our actual velocity for the previous sprint ended up being much less than 40, we still decided to plan for a velocity near 40 because we believed that the issues in the previous sprint were unique to that sprint and wouldn't affect our work this time around