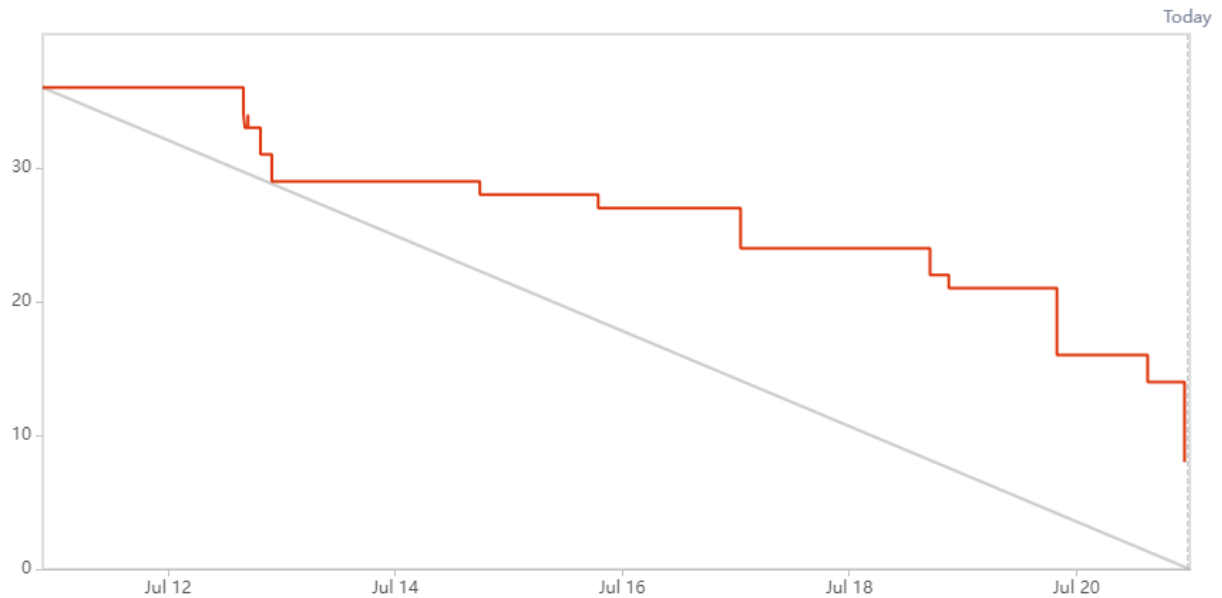Sprint 3 Burndown

Our burndown chart for sprint 3 is the chart above. As seen, there were some stories we were unable to complete. This is because we underestimated the difficulty of some of the larger stories, so they ended up taking longer, or being incomplete by the end. The former end result can be seen at the end where a lot of points were completed in a day. The velocity is better than sprint 1 though as the smaller stories were completed consistently over the sprint rather than everything being marked done at once. As with last sprint, the progress was steady, but some of the larger ones like the location stuff that could've been broken down a bit more were not completed until the end of the sprint.