

Sprint 2 Burndown



- Sprint 2 burndown chart reflects the completion of 49 sprint points
- Start date: 25/06/2024
 - Started late as the team had certain assignments with fast-approaching deadlines that needed immediate attention
- End date: 5/07/2024
 - Same as on the handout
- Velocity in Sprint1: 41/41
- Velocity in Sprint 2: 34/31
- Reflection: Judging from the chart we can see that most tickets were completed at the end of the sprint. One reason for this is that many story points were added late in the sprint since sprint 1 feedback highlighted a lack of subtasks. Subtasks were then implemented for the remaining tickets. Another reason was the research and testing required for the AI before implementation could start. The AI aspect of this sprint can also explain the change in velocity. We chose to do fewer tickets this sprint, but they were much harder than they were previously.