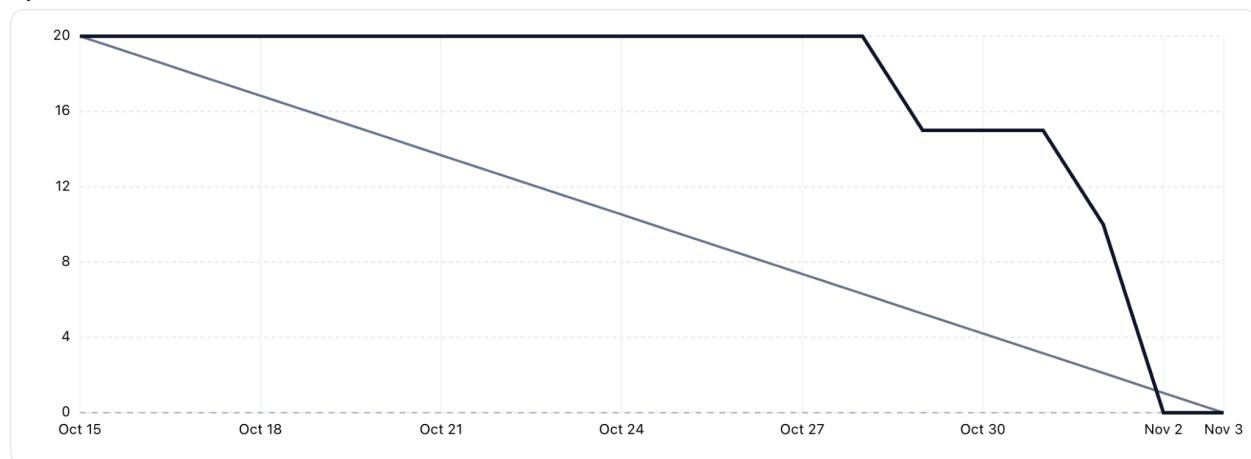
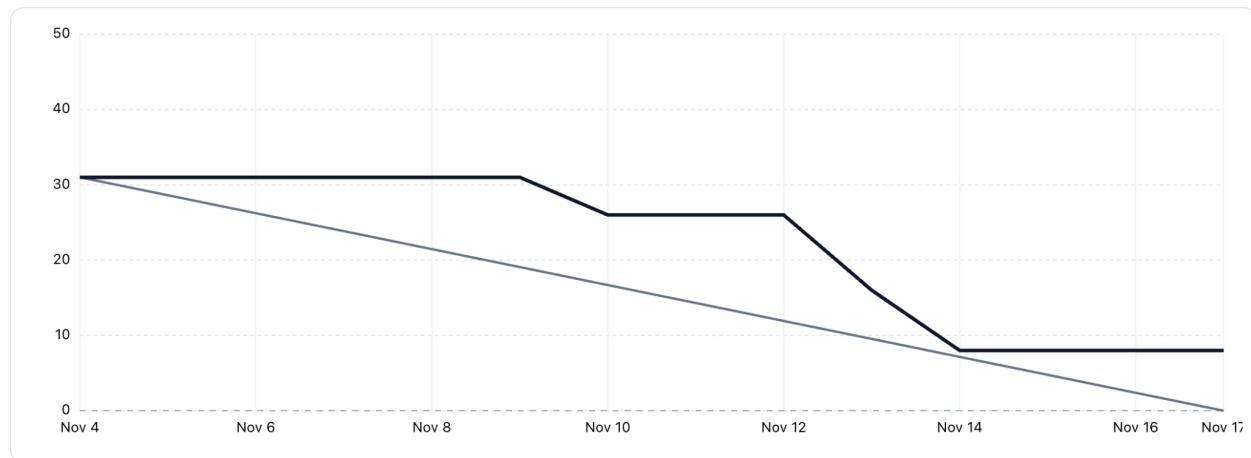


Sprint 1 Burndown



Sprint 2 Burndown



In Sprint 1, the burndown line remained flat for more than halfway through the sprint and only dropped towards the end. Most of the work was completed in the final days, instead of being completed steadily throughout. For Sprint 2, it was closer to the ideal line, and more tasks were done quickly. There were more tasks and story points in this sprint, with a smaller time period. The line was still flat for the first part of the sprint, but progress was made faster than in Sprint 1. However, the velocity was lower than planned since we couldn't complete the folders feature. Sprint 2 still contained more story points overall, it was still an improvement from Sprint 1. This was because we became more familiar with the codebase, we already had the core features built, and so adding more was easier with the foundation. We also had more confidence in how many story points can be delivered within the Sprint 2 timeframe. Additionally, we had more available time this Sprint as there were fewer interruptions from other classes during Sprint 1, resulting in higher productivity.