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Logged in as Tim Woodford

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What's New

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If you like Burndown for Trello, please tell a friend today.

Thank you, kindly!

Sudoku Project

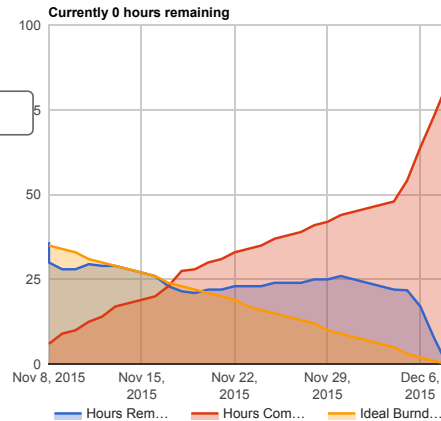
Welcome Board

Sudoku Project

Loaded directly from the Trello API

[Reload from Trello](#)

Burndown Chart

[Change Chart Type](#)[\(+\)](#)

Summary stats

Total Cards:	26
Remaining Cards:	3
Done Cards:	23
Percent of cards done:	88%
Hours at start:	36 (edit)
Hours est total:	81.5
Hours remaining:	0
Hours done:	82.5
Percent of hours done:	100%
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Days Elapsed	30
Daily Burndown	2.75
Est. Days Left	0
Est. Completion Date	12/08/15

[board settings](#) | [share](#)

Date-Range

If this Trello Board represents a Sprint or a Product Backlog, adding a start and end date will allow the x-axis to be more accurate and a desired-velocity line to be drawn.

Start Date: 2015-11-08



End Date: 2015-12-08

[Update Date Range](#)

Below, you can enter the estimates for each card in this board. Once you're done entering or changing some of the estimates, click the 'Update' button on the bottom to save your estimates.

Hours Est.	Spent	
<input type="text"/>	<input type="text"/>	Identify project owner & scrum master
<input type="text"/>	<input type="text"/>	Email Prof. King
<input type="text"/>	<input type="text"/>	Develop user stories
<input type="text"/>	<input type="text"/>	Extract tasks from user story
<input type="text"/>	<input type="text"/>	Create UML use case diagram
4	4	Create Technical Manual
1	1	Send Individual Emails to Prof. King
2	2	Implement pruning
1	1	Make CRC cards
2	2	Make 3 relevant test Files
1	1	Make CRC card PDF
6	6	Create backtracking algorithm for solving board
1.5	1.5	Create Design Manual
4	5	Create GUI for solving board

<input type="text" value="2"/>	<input type="text" value="2"/>	Merge Backtracking Class well with Andrew's Board class
<input type="text" value="8"/>	<input type="text" value="8"/>	Create Board class
<input type="text" value="2"/>	<input type="text" value="2"/>	Build analysis-stage UML class diagram
<input type="text" value="4"/>	<input type="text" value="4"/>	Create GUI for entering board
<input type="text" value="1"/>	<input type="text" value="1"/>	Delete cells from generated Board using level 1 strategy
<input type="text" value="10"/>	<input type="text" value="10"/>	Add CGA solver algorithm
<input type="text" value="4"/>	<input type="text" value="4"/>	Create a basic algorithm to generate boards
<input type="text" value="1"/>	<input type="text" value="1"/>	Practise Presentation
<input type="text" value="4"/>	<input type="text" value="4"/>	Evaluate third algorithm
<input type="text" value="3"/>	<input type="text" value="3"/>	Create algorithm to generate boards with varying difficulty
<input type="text" value="5"/>	<input type="text" value="5"/>	Make Presentation
<input type="text" value="15"/>	<input type="text" value="15"/>	Create simulating annealing algorithm for solving board
<input type="button" value="Update"/>		

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or email us at support@burndownfortrello.com at any time