Burndown Chart

Sprint 3 Burndown Chart:

The above burndown chart represents the progress of the team completing the 3 following user stories during the duration of Sprint 3 (Nov 17th to Dec 1st):

User Story: Game Lobbies (Allow players to create lobbies when playing chess and to allow players to join in a lobby given space)

User Story: Lobby Chat (Allow players to chat with each other in a chat box on the chess board screen)

User Story: Game History/Replay (Allow players to view over the history of a game and to view moves done)

These users stories weren then split into the following tasks, each with their own internal checklist:

Task 10 Game Lobby Frontend (Flavio) [4 Items]

Task 11 Game Lobby Backend (Werner) [4 Items]

Task 12 Lobby Chat Frontend (Flavio) [3 Items]

Task 13 Lobby Chat Backend (Werner) [3 Items]

Task 14 Game History/Replay Frontend (Jaiminkumar) [2 Items]

Task 15 Game History/Replay Backend (Monica) [3 Items]

The burndown chart shows how the team progressed throughout Sprint 3. There is a consistent and steady decline in the amount of items or work remaining for each task, closely matching with the agreed upon completion timeline. There was steady progress in the tasks despite the fact that for this sprint each task was relying on another team member to finish their task before work on the needed task could start (see the schedule pdf).All tasks and task item were completed within the sprint timeline, as indicated the chart reaching zero remaining task items by Nov 30th, before the deadline day, which as with Sprint 2m demonstrates the team's strong coordination and ability to meet deadlines without doing a last minute all nighter to complete a feature.