

## Sprint 2 Burndown Chart:

The following burndown chart represents the progress of the team completing the 4 following user stories during the duration of the Sprint 2 (Nov 4th to Nov 17th):

**Saving User Data:** Players info can be saved between sessions, be it their stats or other choices.

**Custom Games:** Players can customize game settings, such as piece removal, time limits, or unique rule sets.

**Timer Mode:** Adds a time-based challenge to gameplay, enhancing engagement and improving users' decision-making under time constraints.

**Themes & Local Customization:** Customization options for board themes, piece styles, and colors.

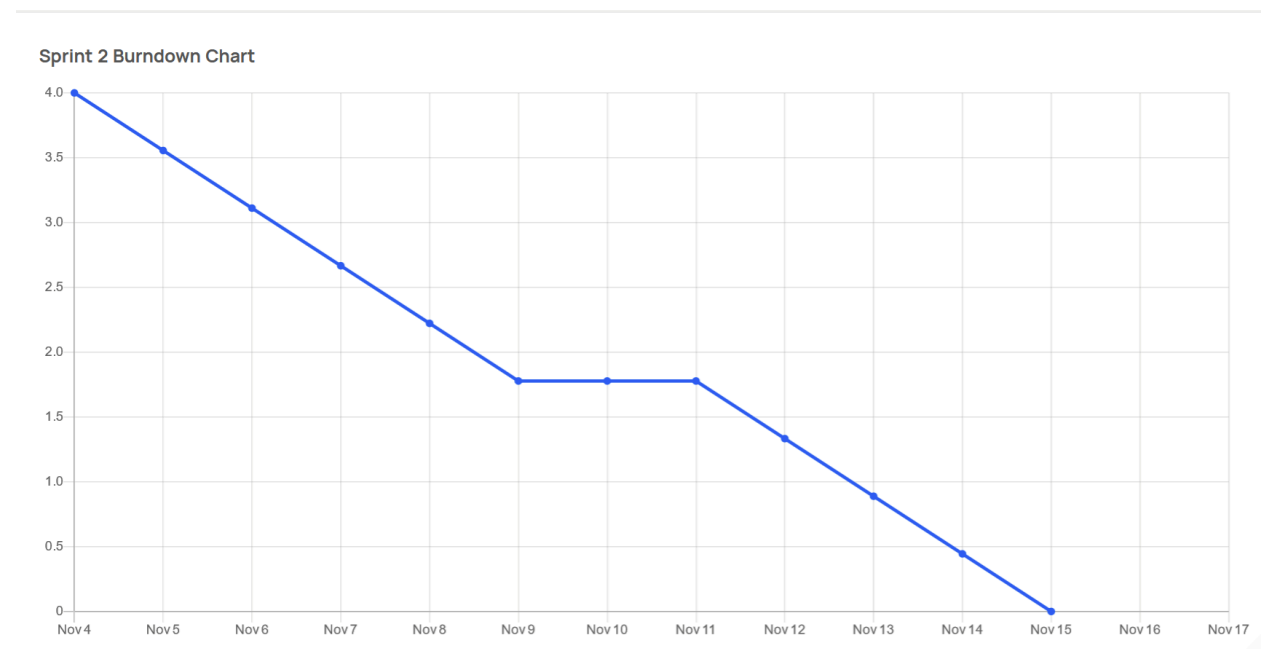
These user stories were then split into the following tasks:

Task 06 Implement Custom Game Logic

Task 07 Implement Saving User Data

Task 08 Implement Themes & Visual Customization

Task 09 Implement Timer Mode



The burndown chart effectively demonstrates the team's progress throughout Sprint 2. The chart shows a consistent decline in the amount of work remaining, aligning closely with the planned completion timeline. The chart reflects steady progress in completing tasks, which were split appropriately among the team members, indicating that the team is adhering to the sprint schedule and maintaining consistent productivity. The team's velocity during Sprint 2 slightly improved compared to Sprint 1. This is due to increased familiarity with the development tools and workflows and a better-defined scope of tasks. This, along with the less pressing schedule for the team compared to Sprint helped keep the burndown chart decrease at a more steady rate. All tasks were completed within the sprint timeline, as indicated by the chart reaching zero work remaining by Nov 17, long before the deadline, this also demonstrates the team's strong coordination and ability to meet deadlines without having to complete tasks at the very last minute.