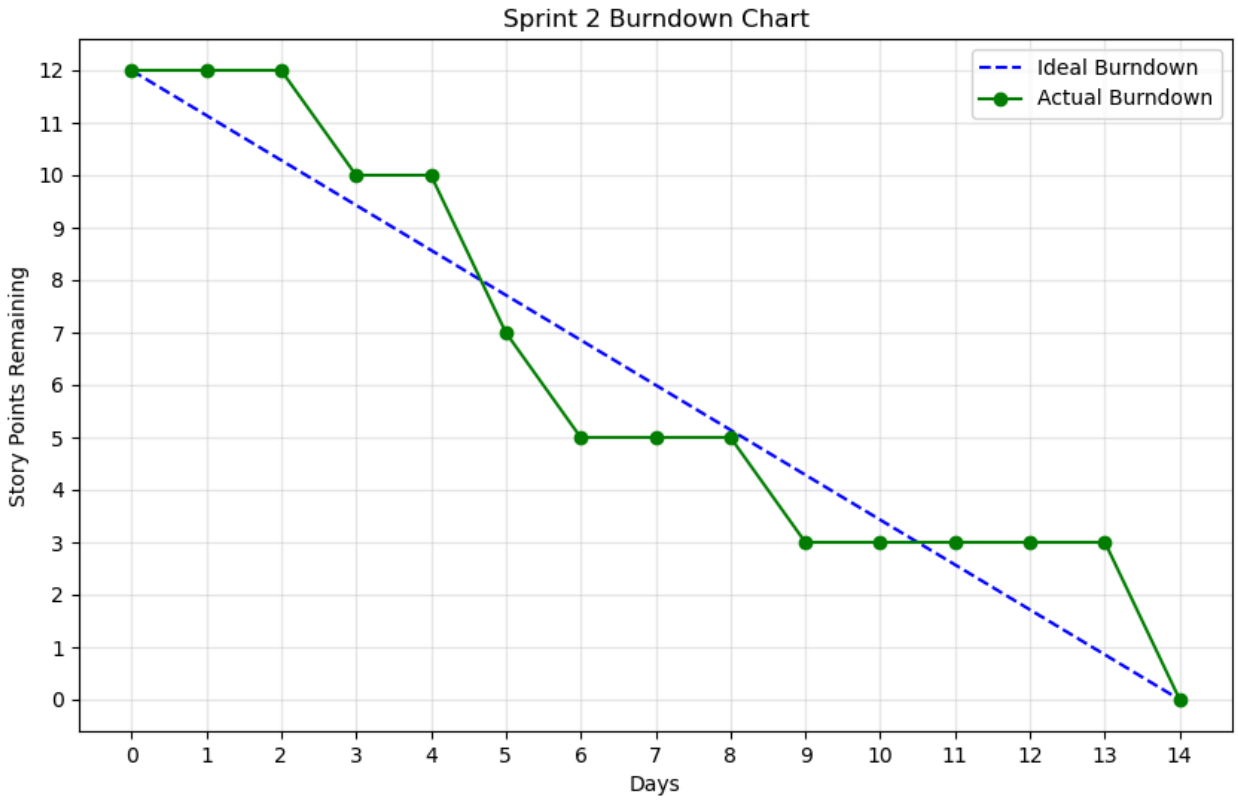

The chart illustrates the progress of the team during Sprint 2, with the following components:

- **Ideal Burndown Line (Blue, Dashed)**: This represents the planned progress, where the team aims to complete the total story points evenly across all 14 days.

- **Actual Burndown Line (Green, Solid)**: This reflects the actual progress made, showing fluctuations in work completed on specific days.

From our observation, the actual progress deviates from the ideal line, with work being completed in bursts rather than evenly spread out.

For example:

- **Day 3**: 2 story points completed.
- **Day 5**: 3 story points completed.
- **Day 6**: 2 story points completed.
- **Day 9**: 2 story points completed.
- **Day 14**: Final 3 story points completed.

Work was completed in significant increments, with some periods of inactivity between days of productivity (e.g., between Day 6 and Day 9). The team completed all tasks by the end of the sprint, meeting the sprint goal.

The team finished the sprint goal, but the completion pattern indicates uneven work distribution. This suggests that some days were spent resolving blockers and were less productive due to dependencies or other factors. The actual progress frequently lags behind the ideal line, catching up in significant chunks. There was consistent progress, but the pace was not steady. The team seems to work efficiently in bursts, completing multiple story points on specific days.

Compared with previous sprint velocity

The planned sprint velocity is approximately ~0.86 story points per day (even distribution of 12 story points over 14 days). Thus, the actual velocity is variable, with higher velocity on productive days. The team completed tasks more quickly on specific days (e.g., 3 points on Day 5 and Day 14).

The reason of Velocity change:

Tasks varied in complexity, with some taking longer to complete or requiring preparation. Some tasks are dependent on earlier work such as the system design document needs the specifications and documentation of User Stories Gameplay and Timer in order for the document to move forward. Also, burndown and schedule is needed to be done at the last day of the sprint as it ensures accuracy, facilitates meaningful reflection during retrospectives, and supports better planning for future sprints.