

**Sprint Burndown Report**

**Project Name:** Syllabally

**Sprint Number:** Sprint 2

**Date:** 17/11/2024

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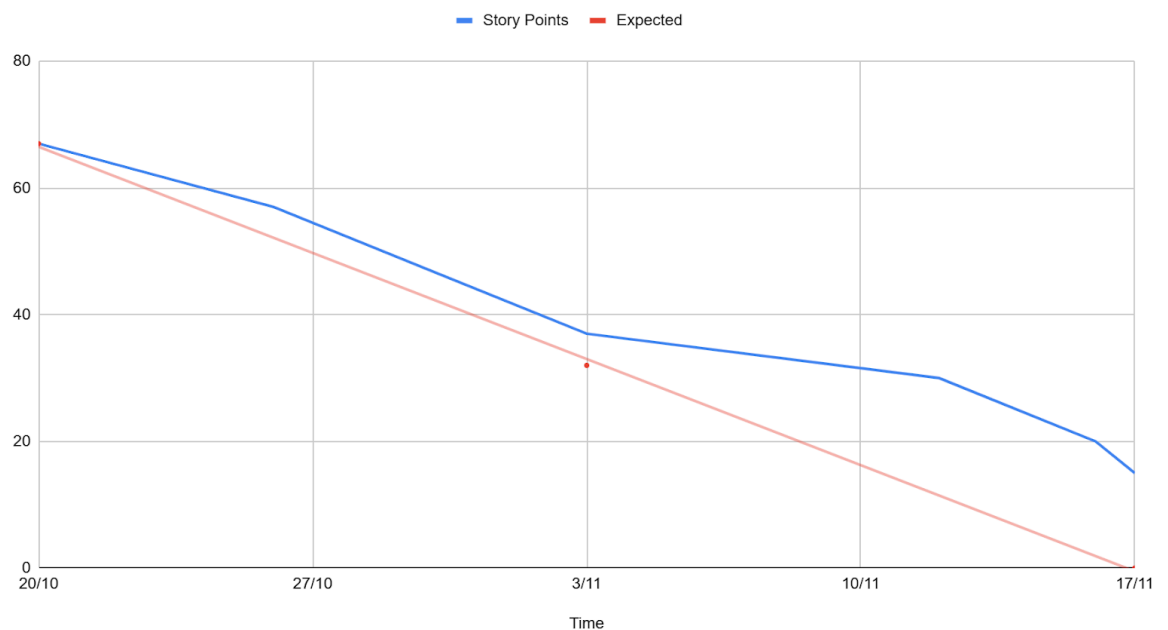
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## 1. Overview

- **Sprint Number:** Sprint 2
- **Sprint Duration:** 14 days
- **Planned Story Point:** 32 points
- **NOTE: DATE FORMAT (DD/MM/YYYY)**
- **Start Date:** 03/11/2024
- **End Date:** 17/11/2024
- **Goal:** The objective of this sprint was to implement the key features of the platform such as the credit system for users and uploading system for each course.

## 2. Burndown Chart

Burndown Chart



**Description:** This burndown chart is composed of 2 sprints, Sprint 1 (20/10-03/11) and Sprint 2 (03/11-17/11). The vertical axis represents the sprint points for all the tasks that our group needs to complete. The horizontal axis represents the timeline of each sprint. The expected line (red line) represents the expected schedule that our group should follow and the blue line represents the actual point our groups earned.

## 3. Analysis & Comments

### Planned & Actual Progress:

- Overall, our actual performance does not match the expected plan. The reason is that our group faces different challenges throughout each sprint.
- **Sprint 1:** Slower than the plan by 5 points. This is because of the loss of a group member due to personal issues, the limited time to work within, and the need to learn certain skills to implement the features. The workload had to be spread out across the remaining members of the group, resulting in not finishing the final features of Sprint 1.
- **Sprint 2:** Slower than expected by 15 points. Our plan for this sprint was to build the credit and syllabus database system for the platform. The group managed to complete

the credit system and start initializing the database for uploading the Syllabuses. However, we had difficulty in establishing the new infrastructure, Google Cloud storage, as a database to store uploaded Syllabuses. Since this feature could not be established, its dependency (the credit calculation feature) could not be implemented yet either.

### **Sprint Outcome**

- Our group managed to complete most of the crucial story points for this sprint. However, there are some difficulties that resulted in our inability to complete ALL of the planned story points.
- As mentioned above, the blocker that our group faced during the sprint was struggling to set up and configure the database system for uploading syllabuses. This challenge meant that we could not implement the uploading feature and its dependency, credit calculation.

### **Lesson Learned**

- There are parts of this sprint that we are satisfied with such as constructing the UI for the credit and course page as a foundation for other functionalities. Furthermore, our group also constructed the credit system for users which is also an essential part of this project.
- Besides the positives, our group also learned from our blockers in order to make improvements for our next sprint. We need to manage our time for the sprint better so that we are able to complete our plan. In addition, reconsidering putting stories on the active sprint board so that we can avoid dependencies that cost great points and the unexpected difficulties during the sprint will greatly benefit us.

## **4. Velocity Comparison**

**Previous Sprint Velocity:** 35 Points

**Current Sprint Velocity:** 17 Points

### **Comparison:**

- We observed a decrease in sprint velocity since there are some challenges that require more time for our group to complete all the tasks.

### **Reasoning:**

- As we processed the stories in the active sprint board, we have placed the two high point stories that have their dependencies together. This led to the incompleteness of this feature, thereby its dependency could not be finished either. Therefore, our group had to face the drop in our sprint velocity.

## **Conclusion**

Our group understands that the tasks we completed have not met the schedule. This is due to many reasons as mentioned from previous sections. However, our group learned a lot from these sprints, and is planning to make some key improvements to be more efficient for Sprint 3, our last sprint.