



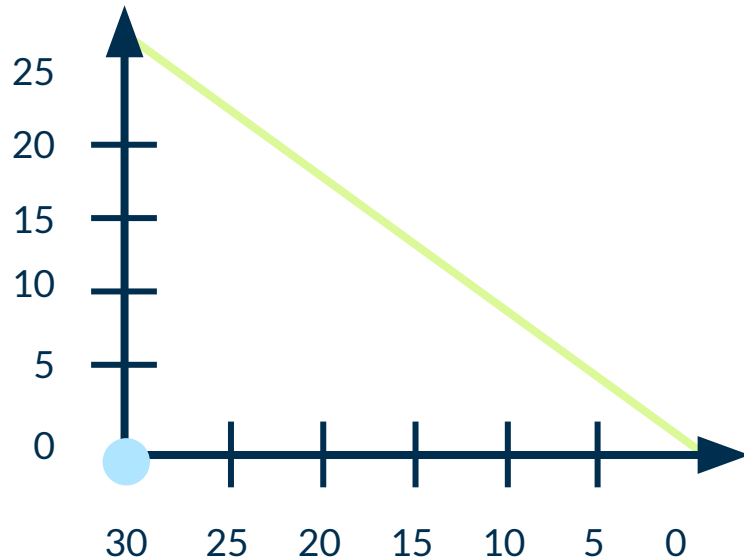
# Burndown Rate

The Burndown rate is an important artifact of Software Development. It allows the Leader (SCRUM MASTER in some cases) to monitor the team's velocity, and ADJUST.

User Story tasks are often modified due to unplanned tasks. Customers sometimes contribute to the modification of tasks by asking for Software Demos or other unplanned events.

The team must be ready to make the Customer happy and to adjust when necessary.

# Burndown Rate



This is the Burndown Rate graph, it's a visual representation of the team's progress.

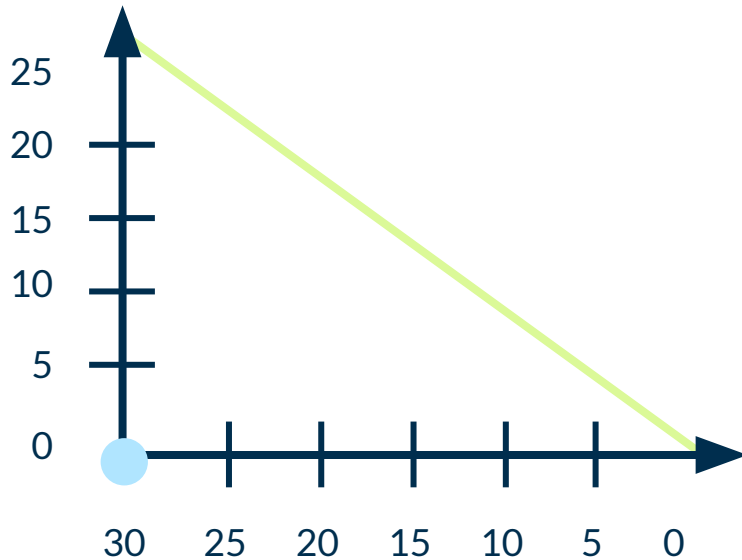


**Tasks:** The vertical axis measures the number of tasks to do.



**Days Left:** The horizontal axis measures the days left in the iteration.

# Burndown Rate

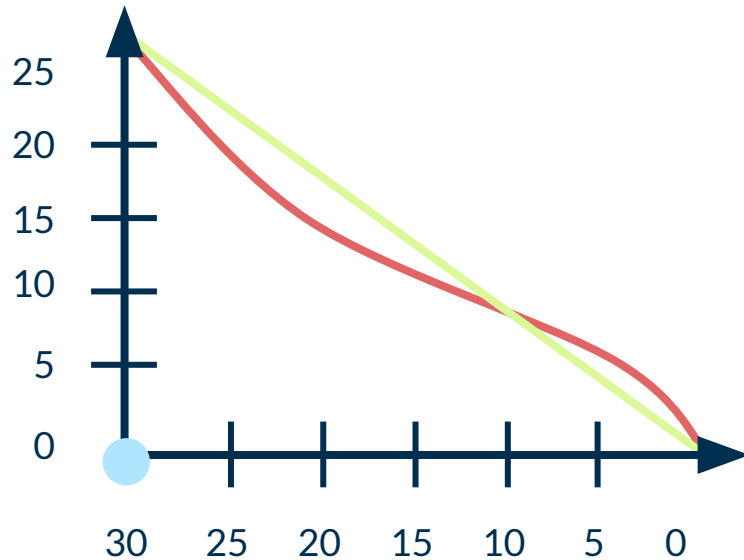


In this Iteration example the team has to do 25 tasks in 30 days.

The green line represents the ideal rate at which the team should work. *Ex. 25 tasks in 30 days = 0.8 tasks per day*

Sometimes teams start iterations with lots of energy. However, unplanned events may happen.

# Burndown Rate

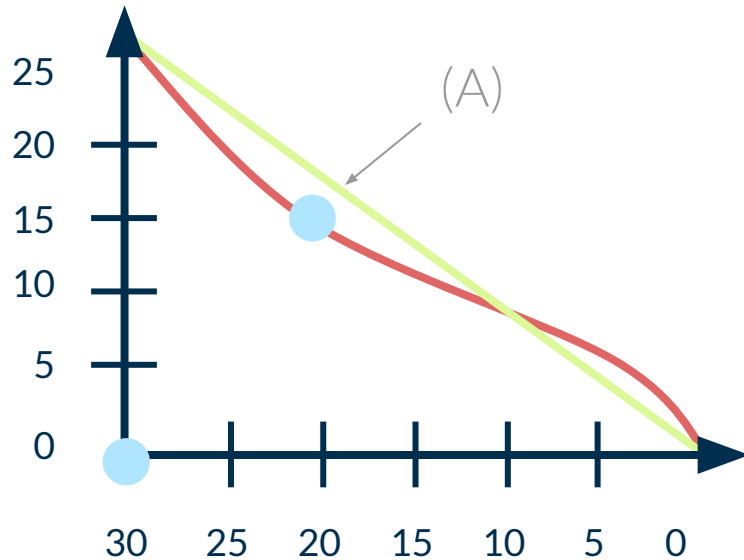


Can you interpret what's happening in this graph?

The red line represents the real Burndown rate of the team.

Is this team working faster than they should? Are they working slower at different points?

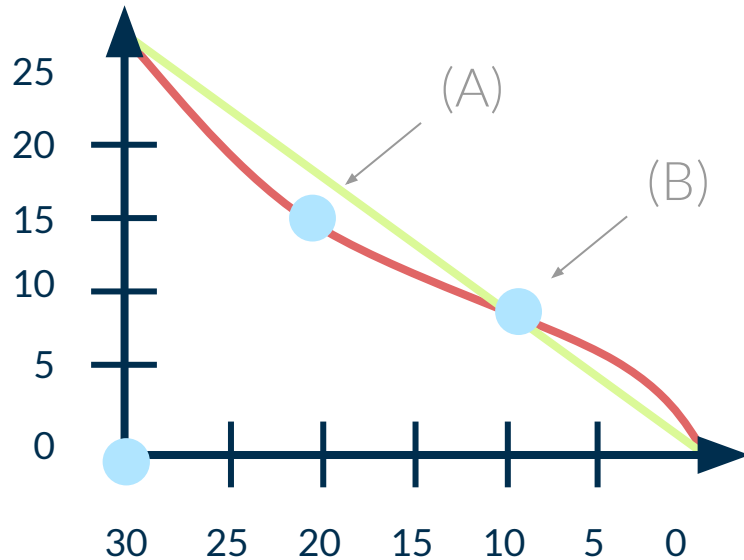
# Burndown Rate



Point A shows us that the team worked rapidly during the first 10 days. Completing 10 tasks in that time.

What do you think point “B” will show?

# Burndown Rate



Point B shows us that the team worked slowly from day 20 to day 10. Completing only 5 tasks in 10 days. Fortunately the team finished all the tasks in time.

TIP. The leader must pay attention to the Burndown rate to make modifications.



# Burndown Rate

The main advantage the Burndown rate gives the team is the possibility to track the velocity of the team's performance.

If the team is going too slow, then they need to speed up.

If the team is going too fast, they can try to work on additional User Stories (If they have enough time before the next iteration), or to refactor some “fancy” features into the design.