**Release and Sprint Burndown Charts**

**Team 3**

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# Release 1 Burndown Chart

## Data

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Iteration | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| Story Points | 124 | 121 | 118 | 116 | 109 | 104 | 96 | 86 |

## Chart

## Comments

The release 1 burndown chart represents the story points that were completed and subtracted from the total amount of story points that were needed to be done. These story points were extracted from the user stories and were gradually decreased only when user stories were completed in full. As can be seen from the chart, it is evidently clear that a lot more story points were subtracted and therefore a lot more user stories were fully completed in the second half of the release compared to the first half. This is because the chart has a steeper decline in the second half than it does in the first half. In total, for the first sprint, which is the first half of the release, only 8 story points were subtracted from the total of 124 story points. As for the second sprint, which is the second half of the release, 30 story points were subtracted from the leftover 116 story points left to complete. This is a vast difference in story points completed in the first sprint compared to the story points completed in the second sprint. So, it can be figured out that sprint 2 had a 375% increase in productivity and work flow compared to the productivity and work flow in sprint 1. As a result, the only hope for the future is that the team keeps at the rate and strives to achieve even more than 38 story points at the end of release 2.

# Sprint 1 Burndown Chart

## Data

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Week Beginning | 21 March 2018 | 28 March 2018 | 18 April 2018 | 25 April 2018 |
| Week | 1 | 2 | 3 | 4 |
| Hours | 1.84 | 2 | 12 | 0.84 |
| Minutes | 110 | 120 | 720 | 50 |

## Chart

## Comments

The sprint 1 burndown chart represents the hours of work done each week on the user stories for sprint 1. There is a large gap in the middle because the sprint weeks had the mid semester break in the middle of them. To keep consistency with dates, the holidays were included but aren’t considered part of the sprint 1 weeks. There was a lot of work done in week 3 because that week was dedicated to designing the user interface for the project. The team started off quite slowly but improved performance by week 3 of sprint 1. Then the work flow decreased after an intense week of working overtime on getting the user interfaces completed and checked over. This decline in work being completed wasn’t ideal for the team because as a result of this, one 1 story was completed in sprint 1. If the team continued and had done at least half of the work done in week 3 in week 4, then more stories would have been completed and the stories that weren’t completed in sprint 1 would not have to be transferred and completed in sprint 2. Overall, the team did well for a first sprint where the team was quite newly formed, only getting better acquainted with the other team members and only just starting to establish the team, and the work flow.

# Sprint 2 Burndown Chart

## Data

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Week Beginning | 2 May 2018 | 9 May 2018 | 16 May 2018 | 23 May 2018 |
| Week | 5 | 6 | 7 | 8 |
| Hours | 3 | 2.5 | 4 | 10 |
| Minutes | 180 | 150 | 240 | 600 |

## Chart

## Comments

The sprint 2 burndown chart represents the hours of work done each week on the user stories for sprint 2. There are no gaps in this chart as there were no holidays within the sprint that shifted the dates of the sprint 2 weeks around. The team did more work at the start of sprint 2 compared to the work that was done in the last week of sprint 1. This is a great improvement and the amount of work done stayed above the lowest amounts of work done in sprint 1’s week 1, week 2 and week 4. By the end of sprint 2, the work completed increased drastically as by the end of this sprint a stable working product had to be demonstrated to the client and product owners. This sprint was more development focused and hence why a lot of work was done to complete all the stories in the sprint 2 plan. As a result of this improved work ethic and pace, four stories were completed by the end of this sprint compared to just 1 in sprint 1. This is a major advancement in completed stories and showed that the team really tried to complete a lot more than just 1 story in the subsequent sprints. Having ended the sprint on a very high work performance, this would allow the team to start on the right foot for sprint 3 and strive even further in completing work. Overall, a very good effort from the team in sprint 2 compared to sprint 1.