

From the burndown chart, it can be seen that most stories were completed within 24 hours of the deadline and the chart was far off the guideline. This was again largely due to the team being busy with assignments from other courses. The burndown chart did not reach 0 story points at the end of the sprint. The tasks pertaining to authentication are incomplete because of the difficulty we had setting up authentication. These tasks will be completed next sprint. The team tried but was too preoccupied to work on stories little by little as suggested in the previous sprint. In the future, it would be beneficial to work on stories little by little each day when possible, rather than doing the bulk of the work a few days before the end of the sprint, so that stories can be completed in a more linear fashion. The velocity of sprint 2 was 39 points and the planned velocity for this sprint (sprint 3) was 24 points. The velocity decreased from sprint 2 because the duration of this sprint was back to the regular 2 weeks compared to sprint 2 which was 3 weeks. We chose a velocity of 24 points since we had a velocity of 26 points in sprint 1 and felt comfortable with that velocity.