ITERATION 1	Planning Poker - Points
Story	Result
Understand the code	20
Test the app	3
Build project	3
CI	5
Class diag5ram	13
TOTAL	44

Figure 1 - Table of Story Points - Planning Poker

Iteration 1 was from the 14th to the 27th of January. We had 14 days to do all 44 points. We managed to finish 19 points entirely (3 stories).

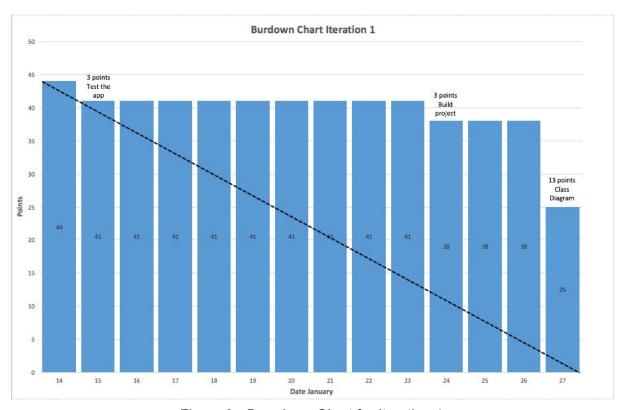


Figure 2 - Burndown Chart for Iteration 1

	ITERATION 2	Planning Poker - Points
	Story	Result
I 1	Understand the code	20
I 1	CI	5
12	Update Class Diagram	8
12	Trending tab in side menu	5
12	Episode page - Organize	5
12	Mark as unplayed - Downloads page	3
12	Add to favorites - Downloads page	5
12	Add to queue - Downloads page	3
12	Mark as played - Downloads page	3
ALL	TOTAL	57
12	TOTAL	32

Figure 3 - Table of Story Points Iteration 2- Planning Poker

Iteration 2 was from the 28th of January to the 10th of February. We had 14 days to do all 57 points. We managed to finish 33 points entirely (3 stories).

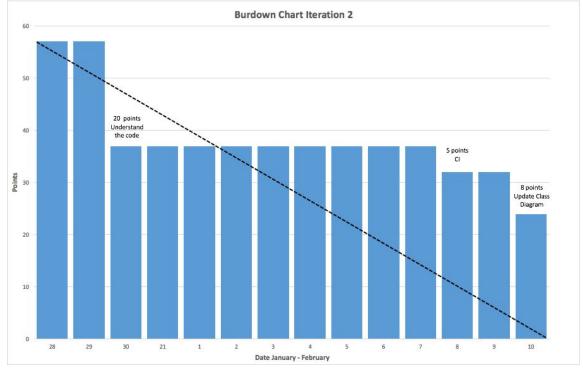


Figure 4 - Burndown Chart for Iteration 2

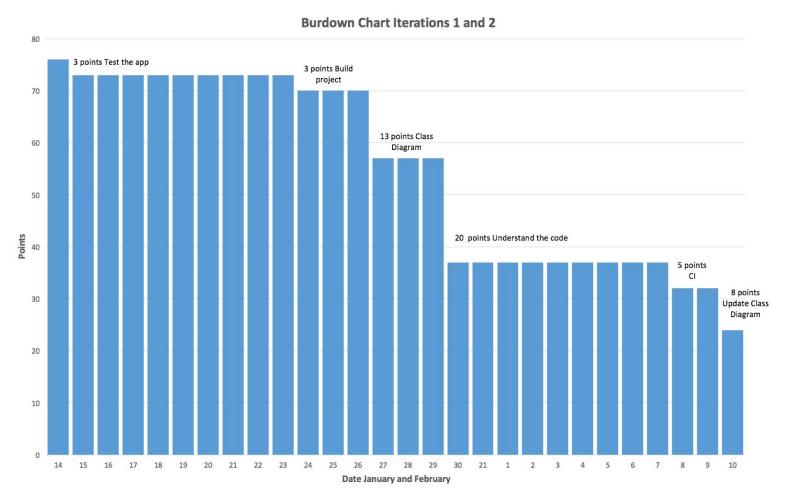


Figure 5 - Burndown Chart for Iterations 1 and 2

PLANNING FOR THE NEXT TWO ITERATIONS:

	ITERATION 3	Planning Poker - Points
	Story	Result
I2	Trending tab in side menu	5
12	Mark as played - Downloads page	3
12	Episode page - Organize	5
12	Mark as unplayed - Downloads page	3
12	Add to favorites - Downloads page	5
12	Add to queue - Downloads page	3
13	Advanced Search page	5
13	Categories page	13
13	Preferences	8
13	Discovery tab	8
13	Update the UML class diagram	8
ALL	TOTAL	66
13	TOTAL	42

Figure 6 - Table of Story Points Iteration 3 - Planning Poker

ITERATION 4

Planning Poker - Points

	Story	Result
14	Update the UML class diagram	8
14	Folders tab	8
14	Create folders	13
14	Add podcasts to folders	8
14	Fix or delete non-working features	5
14	Organize the settings page	8
14	TOTAL	50

Figure 7 - Table of Story Points Iteration 4 - Planning Poker