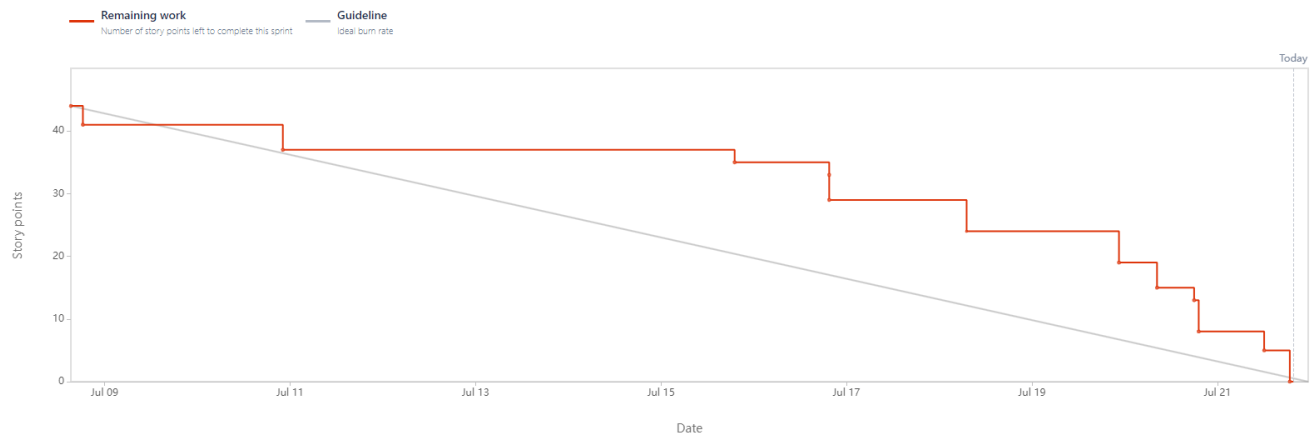


Burndown Chart



Comments about the burndown chart:

Unlike in Sprint 2, this time the generated burndown chart has a Guideline, this is because we assigned story point estimates to the stories before starting the sprint. For a total of 44 story points, with 40 of those points being from new stories added, and 4 of those points from the ticket C01-41 which was incomplete in the previous sprint and thus brought over to this one. Therefore, our planned sprint velocity for this sprint was 44 story points. We managed to complete all 44 story points worth of stories, thus our sprint velocity for this sprint is 44 story points.

Compare the planned velocity with the previous sprint velocity:

In our previous sprint, Sprint 2, we had a planned sprint velocity of 38, and managed to complete 34 story points worth of stories, thus our sprint velocity for the previous sprint is 34 story points. This is due to having been unable to complete the story C01-41 which was worth 4 story points, as mentioned above.

Our planned velocity for this sprint (44) is higher than both the sprint velocity of the previous sprint (34), and the planned velocity for the previous sprint (38). This change is because we tend to take around 40 points worth of story points as our planned sprint velocity in each sprint, and included the unfinished C01-41 as well. In addition, these stories are very related to each other, fleshing out the chat system implemented last sprint, while also implementing a core feature for startup users, so they would be able to do something other than fleshing out their profiles. So we took those tasks even if the planned sprint velocity was higher than last sprint. We believed that we would be able to handle it, and we did.