Jeremy Vuong
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Professor Amarjot Biring
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Assignment 07: Review Questions

1. Explain how you would define "done" for a story.

First, the story must satisfy the predetermined story-acceptance criteria. Second, the story must adhere to the team's technical excellence standards. Additionally, the product owner must accept the story. If a story meets all of these requirements, I would define it as "done".

2. Explain the purpose of a burndown chart.

The purpose of a burndown chart it to provide a visual interpretation of a team's progress on their work against time. This chart shows both the work a team has completed as well as the work that is still remaining. These charts can be very beneficial to a team as they can help assess how the team is progressing through their work. With this information, a team is able to determine whether or not they are on track which, in turn, allows the team to effectively plan for the future. Overall, burndown charts promote a team's awareness of their productivity and throughput.

3. What is the difference between cycle time and lead time?

Cycle time is the duration a team actively spends working on a story, calculated from when the story is initially moved to 'in-progress' until being marked as 'done.' On the other hand, lead time represents the comprehensive timeline from a story entering the backlog to its ultimate release to the customer.