Roll Call Burndown

This graph represents our burndown chart, which has story points on the y-axis and time on the x-axis. The orange line is our goal/planned velocity which represents the sum of all the story points from our project scope product backlog. It is represented as a linear line from the being of the sprint 1 to the end of sprint 3. The blue line shows our actual velocity, which represents the completion of user stories throughout sprint 1 and 2.

This chart shows that our actual velocity is slower than our goal velocity, however it can also be seen that our velocity is increasing. We completed 18.25 story points in the 1st sprint and 22.5 story points in sprint 2. Despite the length of sprint 2 being shorter we completed more points. Therefore, our velocity was significantly faster in sprint 2 compared with sprint 1.

The reason our velocity changed was the result of 3 main factors:

1) Sprint 1 overlapped with midterms, thus as a group we had less time to work on the project
2) Improved communication; by sprint 2 we have gained significant experience working with each other, appointed a leader and thus have become more effective communicators.
3) Our skills are improving; the start of the project was slow as we all have minimal experience in web development. However, as we have spent time implementing features, our skills have improved and we are able to work more efficiently.