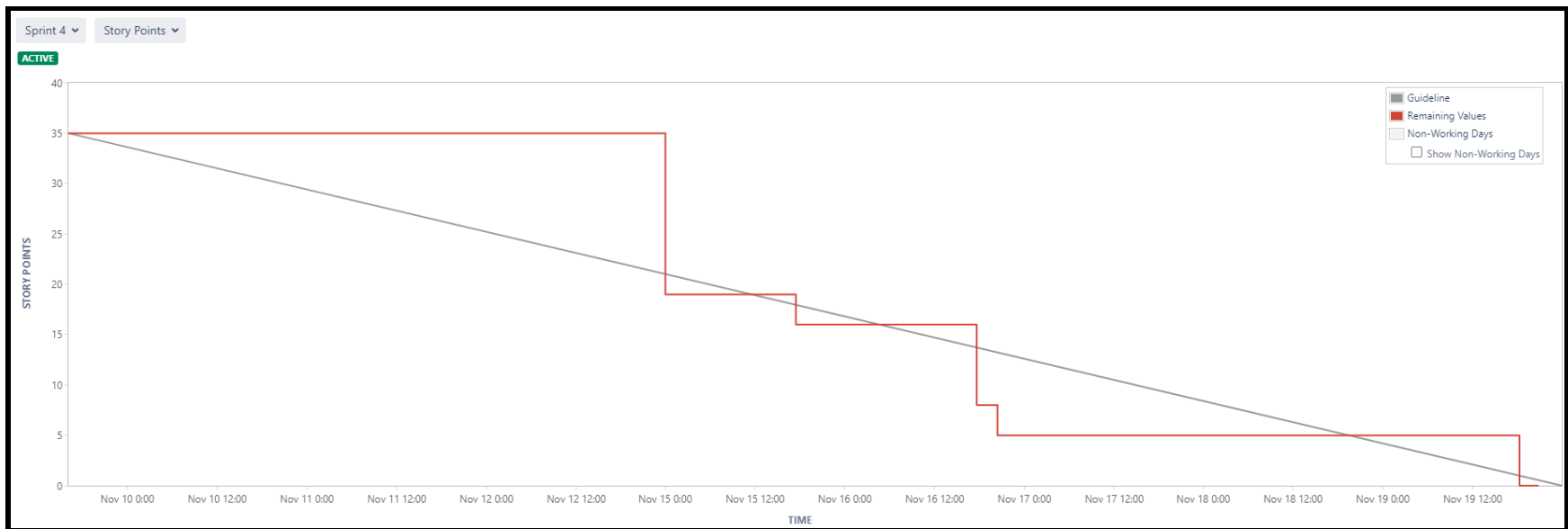


# Burndown Chart

Sprint 4 ~ PlsGibJob

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Date	Issue	Event Type	Event Detail	Story Points		
				<u>Inc.</u>	<u>Dec.</u>	Remaining
09/Nov/21 4:04 PM	PLSGIB-10 PLSGIB-18 PLSGIB-20 PLSGIB-6 PLSGIB-65 PLSGIB-9	Sprint started by Rohan Dey		8 3 13 5 3 3		
13/Nov/21 10:19 PM	PLSGIB-9	Burndown	Issue completed		3	32
13/Nov/21 10:42 PM	PLSGIB-20	Burndown	Issue completed		13	19
15/Nov/21 5:27 PM	PLSGIB-65	Burndown	Issue completed		3	16
16/Nov/21 5:39 PM	PLSGIB-10	Burndown	Issue completed		8	8
16/Nov/21 8:26 PM	PLSGIB-18	Burndown	Issue completed		3	5
19/Nov/21 6:19 PM	PLSGIB-6	Burndown	Issue completed		5	0

The velocity of our sprint shows that we actually got user stories completed earlier than usual. This is actually true as despite being stuck with many evaluations, such as midterms and assignments, we were able to complete and test our user stories quite early on. This is because we are more experienced in the stack and for features that we did not know how to implement, we were able to do research earlier on in the Sprint. In general, our time management has significantly improved and this has led to a better burndown chart.

The velocity of our burndown chart for Sprint 4 shows it had slightly more points than Sprint 3, but Sprint 4 felt like it went way smoother. Now that we're more familiar with the bugs and errors that we got in Sprint 3, we were able to avoid them a lot more often in Sprint 4 and this allowed us to not waste as much time and get our user stories done early on along with complete testing of all our stories.