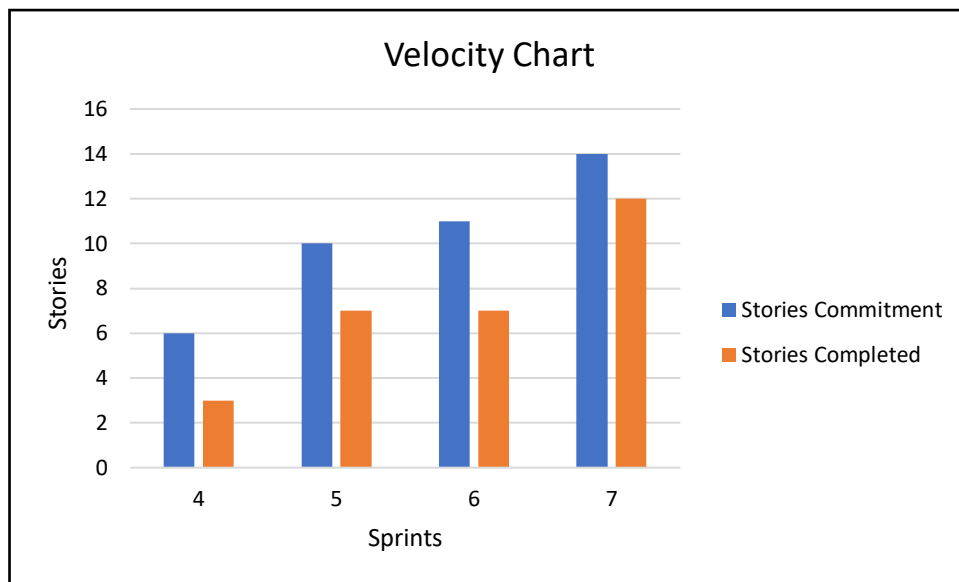


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March 03, 2020
The Juicerz

Velocity Metrics 2

Sprint Data:

Sprint	Stories Commitment	Stories Completed	Hours Spent
4 1/09/20 – 1/16/20	6 stories	3 stories	14.5 hours
5 1/16/20 – 1/30/20	10 stories	7 stories	41 hours
6 1/30/20 – 2/13/20	11 stories	7 stories	63.7 hours
7 2/13/20 – 2/27/20	14 stories	12 stories	56.9 hours



Analysis

Looking at the results, the team still leans toward over commitment. However, unlike last quarter where the team collectively made wild estimates as to how much time they would have in the 2 weeks, members now make more calculated estimates as to how much time they can extend. It is important to note that some weeks, delays in receiving crucial pieces of information from external sources led to some delays in the project. One way to improve performance can be by giving individuals tasks that they have more experience and interest in so that they are more likely to enjoy and thus be committed to finishing the task.