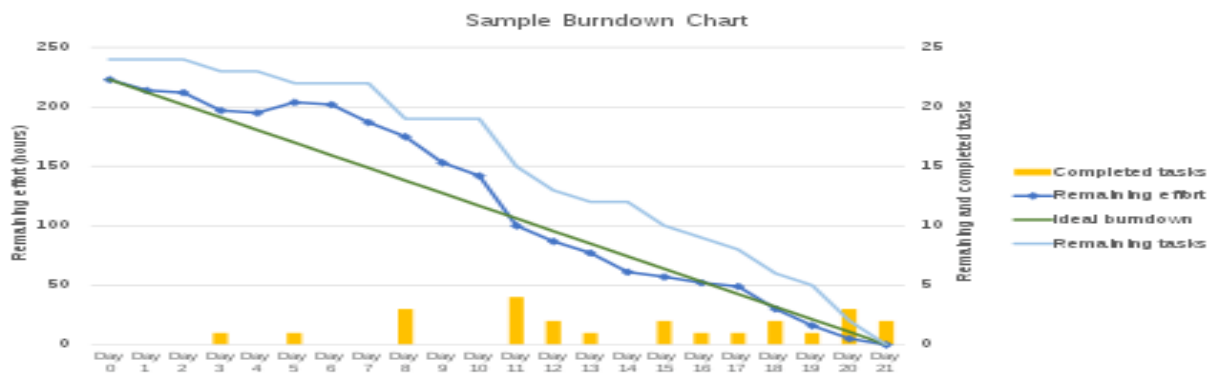


Burndown chart:-

A repburndown chart or burn down chart is a graphical representation of work left to do versus time. The outstanding work (or backlog) is often on the vertical axis, with time along the horizontal. Burn down charts are a run chart of outstanding work. It is useful for predicting when all of the work will be completed. It is often used in agile software development methodologies such as Scrum. However, burn down charts can be applied to any project containing measurable progress over time.



A sample burn down chart for a completed iteration, It will show the remaining effort and tasks for each of the 21 work days of the 1-month iteration

Sprint Retrospective:-

The sprint retrospective is a recurring meeting dedicated to discussing what went well and what can be improved in a sprint. It also gives a chance to recover from a sprint and prepare for the next one. With a sprint retrospective, you can make each sprint

more streamlined and successful than the last. A sprint retrospective is a way to bring scrum teams together and plan the best ways to increase quality and effectiveness in regard to people, interactions, processes, tools, and each person's definition of done.

Its purpose is to:

- * Examine how the just-completed sprint went as far as people, relationships, processes, and tools.

- * Identify and order what went well.

Do the same with things that didn't go well.

- * Identify potential improvements.

- * Create a plan for implementing improvements to the way the Scrum team accomplishes its work

Design principles:-

Balance

Balance is how the elements within a composition are arranged either symmetrically, asymmetrically, or radially to create the impression of equality in weight or importance.



Scale

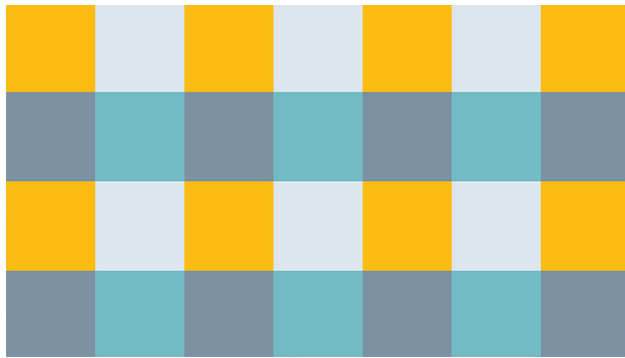
This is an easy one – how big or small something is. Scale affects how something is balanced. The phrase “Bigger is always better” is not always the case in design. Sometimes tiny elements can call attention just as effectively as something large. It’s the message you’re trying to convey with the design.



Contrast

Have you ever looked at something that makes your eyes hurt? A diner menu that had a red background

but yellow type? Or a newspaper ad that is barely legible because the dark grey type was printed against black ink? This is a from lack of contrast, or the arrangement of opposite elements. Red and yellow are not far enough from each other on the color wheel to be distinguishable enough to the eye, so the colors conflict with each other and the result is a literal headache.



Sprint Review (Demo):-

A Sprint Review (Demo) provides the platform for the Scrum Team to showcase what they accomplished during the sprint while creating the opportunity for key stakeholders to inspect the increment and adapt the Product Backlog, if necessary.

The Sprint Review (Demo) is not a status meeting - it is an opportunity to elicit feedback and foster collaboration between the Product Owner, Scrum Team, and stakeholders and identify the next incremental effort that can be done to optimize business value. It is recommended the meeting be timeboxed to one hour per week of Sprint length (i.e. two week sprint is a maximum 2-hour Sprint Review) and to focus on acceptance criteria that meets the team's Definition of Done (DoD). If a demonstration of functionality is required, it should center around a realistic user experience that displays the product / prototype and how the user will interact with its features, not the system source code or logic.