

There are a few problems that cropped up during sprint that caused our burndown to stray far from ideal.

- We took too many tickets.
- We didn't accurately estimate the difficulty of some of the tickets we took, causing progress to slow.
- Unavoidable real-life problems came up for all of us throughout this sprint, causing delays in work completion.
- We made large changes, and created PRs for them near the end of the sprint, which caused issues with merge conflicts, further slowing us down.