

Burndown Document

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Sprint 4



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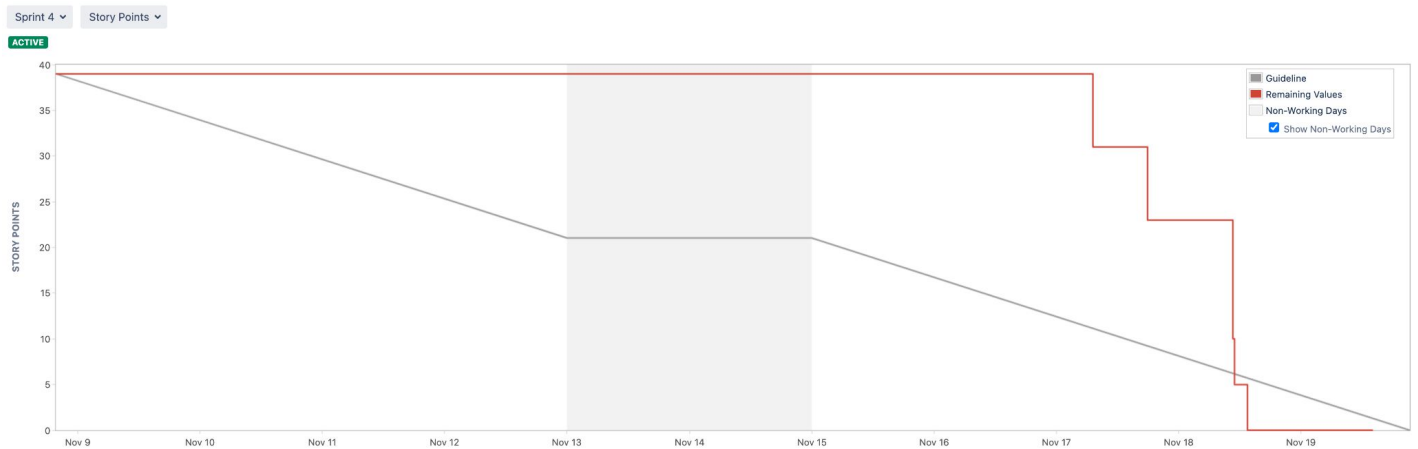
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Our planned velocity for this sprint was 39 points and our previous sprint velocity was 28 points. We decided to ramp up our workload for the final sprint to finish as much as the backlog that is humanly possible. We, therefore, ensured to distribute the work in a fair and balanced manner to avoid burning out any team member.

Our burndown chart is again showcasing that we have a tendency to finish stories near the sprint deadline. However, we can see from the chart we finished quite a bit of user stories 2 - 3 days before the sprint deadline which is an improvement over the last sprint. Similar to the last sprint we tried to work on the subtasks as soon as possible. However, due to the nature of our stories being longer and more complex in nature as they have long critical paths. This problem is basically unavoidable unless you completely decompose user stories into very small tasks and turn those into stories, which defeats the purpose of user stories. However, it is natural for a full-stack application to have stories with long critical paths as they depend on a variety of tasks for completion.