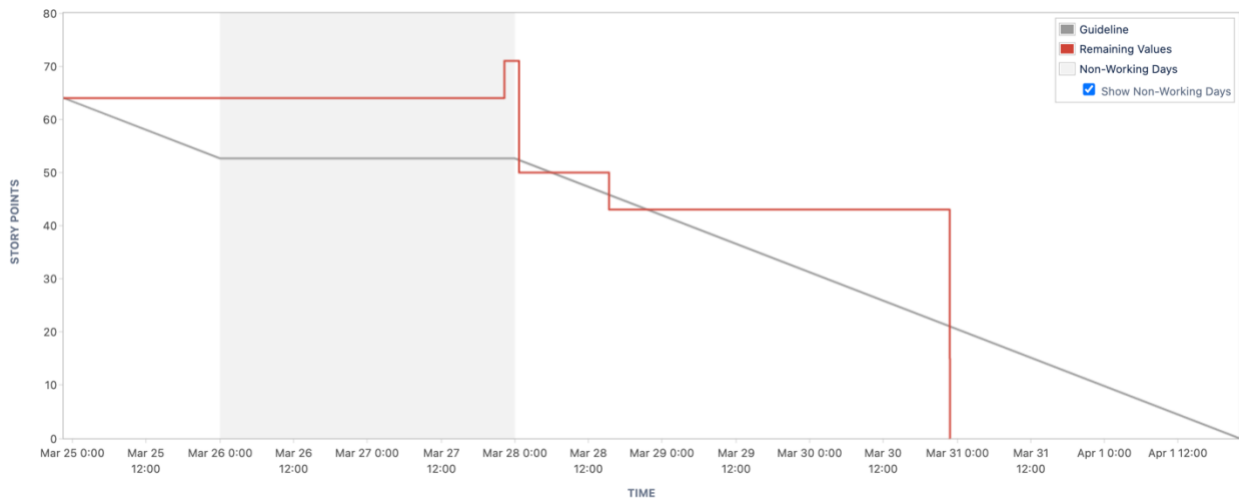# Burndown Chart

Explanation

The above chart is the burndown chart for sprint 4 taken from Jira. Unlike the comparison of the sprint 3 burndown chart to previous sprints, this sprints burndown chart looks very similar to that of the previous sprint. Due to the amount of schoolwork our team had this sprint, we were able to start user stories, however, did not start completing them until March 28th. The jump in the story points were caused by a realization that we needed a task to reorganize the navbar and sort out certain components of the UI/UX. Similar to last sprint, instead of everyone working on their tasks incrementally and marking them done at the end of the sprint, we pushed to finish each task periodically throughout the sprint. This is reflected in the burndown chart by the dips in the middle of the sprint. Despite this sprint's burndown chart looking similar to sprint 3, there is one main difference which is the distribution of the completion of user stories. This is mostly due to our push to mark user stories as completed as soon as its COS satisfied, rather than waiting for the most amount of work to be attributed to a user story. This caused a shift of user story completion to the middle of the sprint and a more evenly distributed burndown chart for sprint 4.

Velocity

The velocity for sprint 2 that we chose was 64 (with a scope change of an addition 7-point task during the sprint). This sprint (the last sprint) was the sprint with the highest velocity and as a group, this is not a surprise. Throughout sprints 1-3, we were progressing at a very steady pace, with a velocity of 50-62 points. However, as the last sprint, it is expected that there will be more housekeeping tasks, bug fixes and important features to complete as the first release concludes. Despite this fact, we believe we kept a very stable velocity over the course of the four sprints which led to a very manageable workload for all group members.