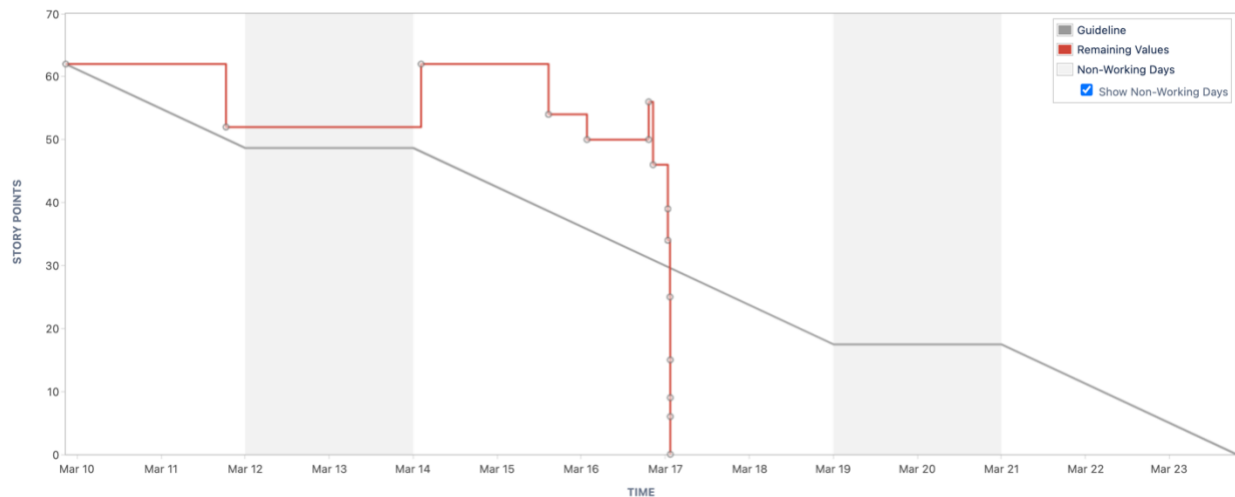# Burndown Chart

Explanation

The above chart is the burndown chart for sprint 3 taken from Jira. The chart varies highly from the burndown charts from our previous sprints with a lot more jumps and drops. The jumps were due to the fact that although at some points, we believed a certain task was done, the COS evolved over the course of the sprint due to changing requirements and ideas. This caused us to have to mark it as unfinished until the COS was satisfied. Furthermore, in the sprint, we wanted to spread out the tasks in a different way when compared to other sprints. 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 earlier on when compared to our previous burndown charts. Additionally, due to us starting the sprint late due to a busy midterm season, JIRA marked the chart with a guideline to finish the sprint by March 25. However, due to the March 17 deadline, the red line Is covering only half of the graph. Despite our group trying our best to incrementally complete tasks, the majority of tasks were marked as complete at the end of the sprint to ensure we have our best work for each task. Similar to last sprint, our goal of pushing only complete features causes us to fully "complete" major tasks near the end of the sprint, even if the COS may have been met earlier in the sprint. However, we are working on improving this for next sprint and will discuss it in the next stand up meeting.

Velocity

The velocity for sprint 2 that we chose was 62. Unlike sprint 1 and 2 which had the same velocity, this sprint had a higher velocity of around 10 points. Similar to sprint 1 and 2, we used the planning poker voting system to reach this velocity. The reason it is higher than previous sprints is because we wanted to implement more difficult features this sprint so that in the final sprint, we can focus more on bug fixes and organization of our code. We also wanted to keep the velocity consistent across sprints, therefore when creating story points, we also evaluated the points we assigned to tasks in sprint 1 and 2.