	100				
	80				
	60				
	40				
	20				
	0				
Mar 29 17:46				Apr 1 23:59	

Status Report

Completed Issues View in Issue navigator

Key	Summary	Issue Type	Priority	Status	Story Points (42)
STEL-3 *	Attempt to Answer Question	🔖 Story	⌃ Highest	DONE	8
STEL-14 *	Chat Function	🔖 Story	= Medium	DONE	8
STEL-43 *	Create the game board's model that stores questions and answers in the database	🔖 Story	⌃ Highest	DONE	13
STEL-48	Connecting the backend with the game board	🔖 Story	⌃ High	DONE	13

Issues Not Completed View in Issue navigator

Key	Summary	Issue Type	Priority	Status	Story Points (37)
STEL-5 *	Create Instance of Game	🔖 Story	⌃ Highest	TO DO	13
STEL-7 *	Creation of Private Matches	🔖 Story	= Medium	TO DO	3
STEL-49	Connecting the list of active games from the backend to the frontend for users to see.	🔖 Story	⌃ High	TO DO	13
STEL-50	Implementing a uniform theme across all pages.	🔖 Story	= Medium	TO DO	8

The above image shows our group's burndown from Sprint 4. The graph initially went up as the team added additional new user stories were that were needed to complete the project. However, It took everyone a while to finish up their tasks so everything was finished at the very end of the sprint.

The velocity for this sprint was slower compared to Sprint 3, this was because we had to spend time planning new user stories and brainstorming what we need to drop and what we need to add to finish up the project as time was becoming limited.

Some features are close to done but not finished in time for sprint 4 so they are still in progress and do not show in the burndown chart. These tasks will be done as soon as we can.