The goal of the burndown chart is to help the agile team and customer to understand how the developers are doing
to deliver the product. Burndown charts can be done daily, weekly, at the end of a sprint, or at whatever time interval makes sense.
We'll update our burndown chart for the GEDCOM project at the end of each sprint.

At the end of each sprint, you should update the number of remaining stories, the LOC written to implement the user stories
implemented in this sprint, and the minutes needed to write those lines of code.

Here's a sample burndown chart for a team of three:

Sprint	Date	Remaining Stories	Story Velocity	LOC	Min		Code Velocity
Start	6/6/16	24		0			
Sprint 1	6/19/16	18	6	250	120		125.0
Sprint 2	7/3/16	12	6	480	135.0		102.2
Sprint 3	7/17/16	6	6	740	160.0		97.5
Sprint 4	7/31/16	0	6	1100	145.0		149.0

Annotations:
- Remaining Stories: = # team members * 4 sprints * 2 stories per sprint
- Story Velocity: Velocity of completing user stories (calculated)
- LOC: Total LOC
- Min: How long to implement the user stories in this sprint
- Code Velocity: lines of code per hour is calcuated by Excel
- Plot Area: When we expect to complete all user stories