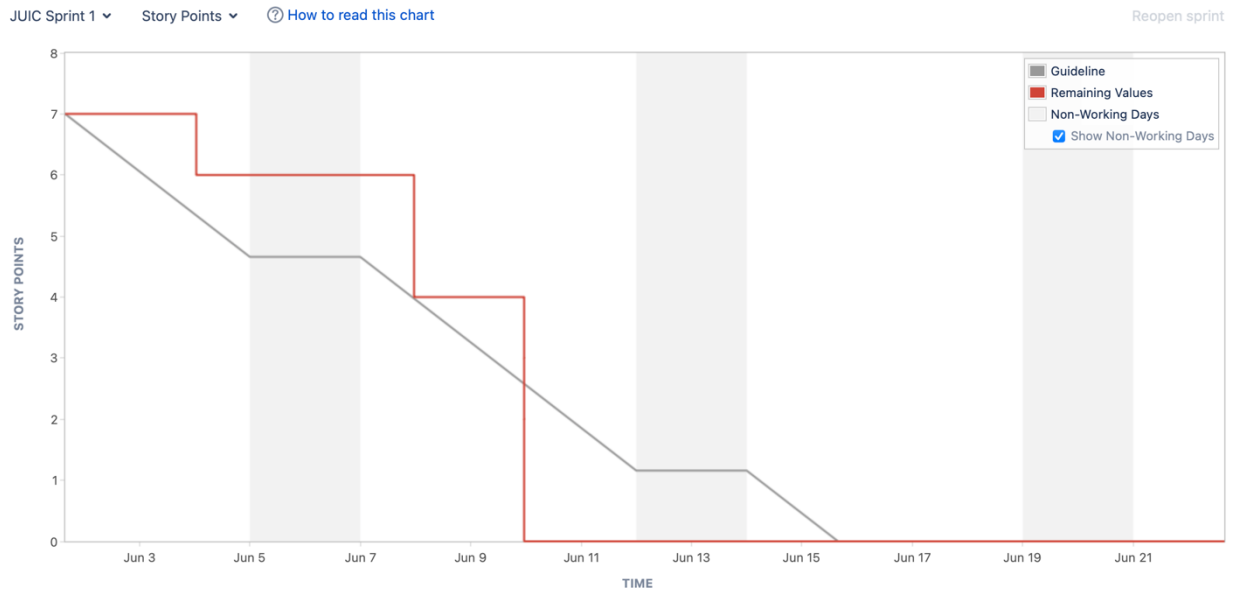
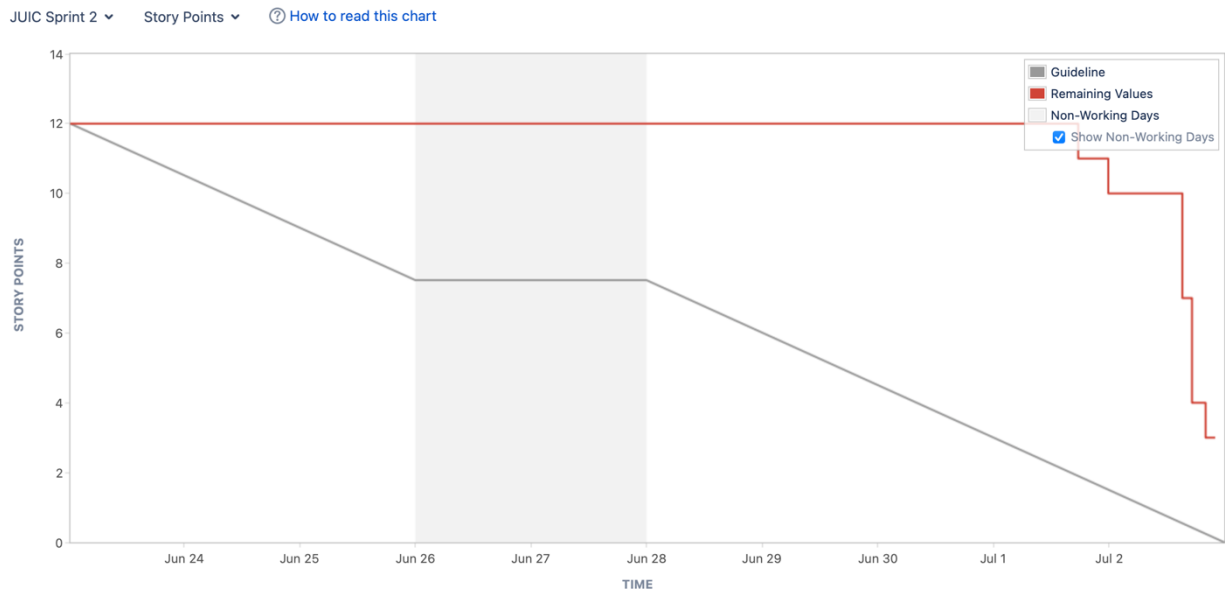


Burndown Chart

Sprint 1

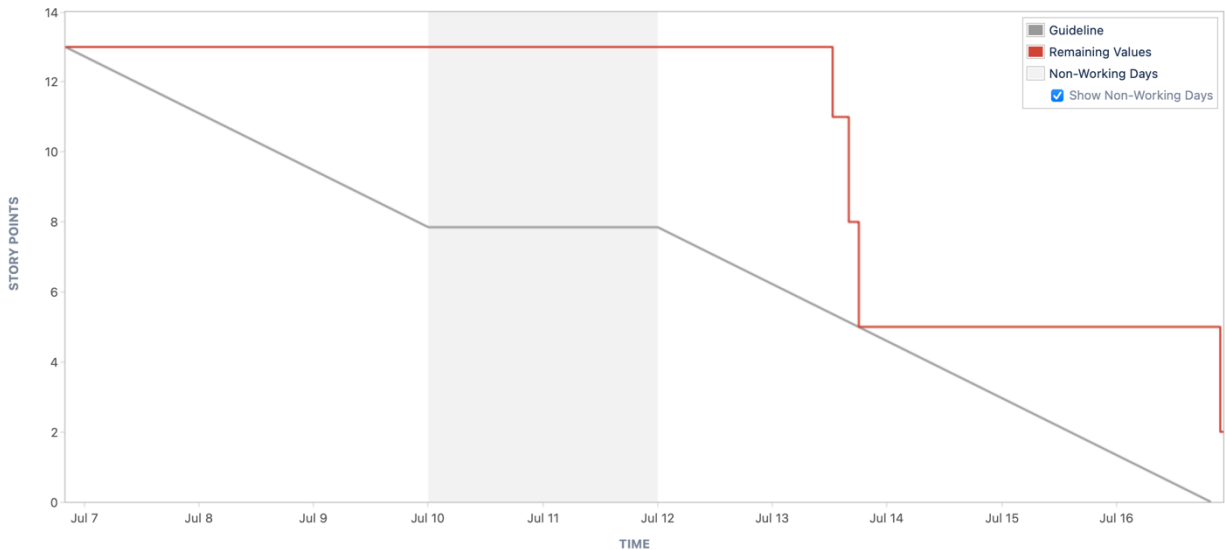


Sprint 2



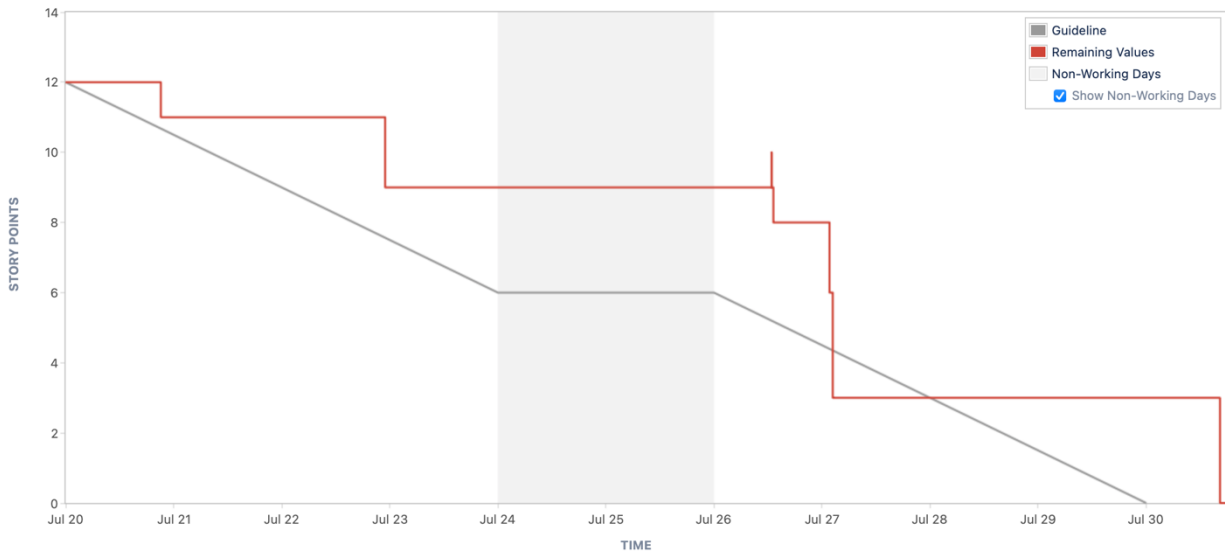
Sprint 3

JUIC Sprint 3 ▾ Story Points ▾ [? How to read this chart](#)



Sprint 4

JUIC Sprint 4 ▾ Story Points ▾ [? How to read this chart](#)



In sprint 1 it seems that we had an even velocity throughout the entire sprint. In comparison, in sprint 2 it seems we completed most tasks in the final 2 days of the sprint. I think this is due to most people in our group being busy with midterms during sprint 2, which is why we finished most of our tasks in the later portion of the sprint. On average each task for sprint 2 was also bigger than the average task for sprint 1, which also could have led to a longer completion time.

In sprint 3 we only started working on our tasks during the weekend as that was when we were all free. Therefore our graph is unchanged for most weekdays and has a sharp decline on the weekend. On the weekend we completed a lot of smaller tasks such as routes and schemas, that attributed to a large amount of completed story points. In the last 2 days of the sprint, we finished a lot of housekeeping tasks such as documentation and Swagger endpoints.

In sprint 4, we did a good job of consistently completing tasks every day, so that we had a regular sprint velocity. Thus, our graph seems to have a steady decline in story points. We were able to have a uniform burndown chart this sprint because our group members didn't have many other assignment or commitments to attend to. This allowed us to give more attention to our project. In our last 2 days we mostly had housekeeping tasks left over, such as documentation, bug fixes, and Swagger endpoints.