

Projects / XUV700 / XUV board

Backlog

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Insights

VERSIONS

XUV Sprint 2 1 issue

To develop a racecar and validate.
26/Mar/22 2:37 AM • 31/Mar/22 2:37 AM

Start sprint



EPICS

Validate the design and make necessary changes

TATA

Design and Develop a...

XUV-5

+ Create issue



1 issue

XUV Sprint 3 2 issues

To develop a racecar and validate.
01/Apr/22 2:37 AM • 08/Apr/22 2:37 AM

Test the vehicle with same racetrack condition at speedway and inaugurate season

TATA

Design and Develop a...

XUV-8

Third party Technical inspection required.

XUV-10

+ Create issue



2 issues

Backlog 0 issues

Create sprint



Your backlog is empty.

+ Create issue

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Burndown Chart

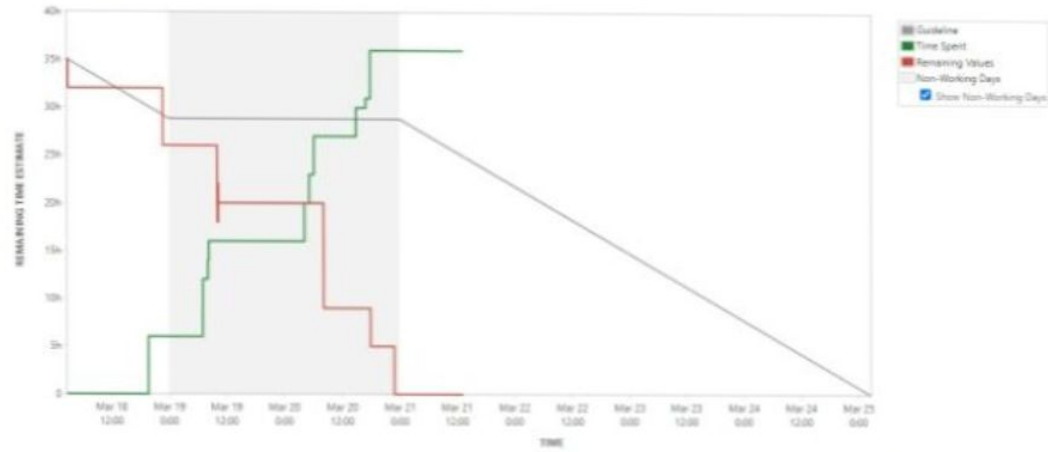
How to read this chart

Track the total work remaining and project the likelihood of achieving the sprint goal. This helps your team manage its progress and respond accordingly.

[Hide this information](#)

XUV Sprint 1 Remaining Time Estimate

To develop a racecar and validate.



Date	Issue	Event Type	Event Detail	Time Spent			Remaining Time Estimate		
				Inc.	Dec.	Sum	Inc.	Dec.	Remaining
18/Mar/22 2:52 AM	XUV-3	Sprint start		-		0			
	XUV-4			-		1d 4h			
	XUV-6			-		1d 7h			
	XUV-7			-		1d			
	XUV-9			-		0			4d 3h
18/Mar/22 3:01 AM	XUV-3	RTT change	Remaining Time Estimate changed from 0 to 0	0	0	0	0	0	4d 3h
	XUV-4	RTT change	Remaining Time Estimate changed from 0 to 0	0	0	0	0	0	4d 3h
18/Mar/22 3:02 AM	XUV-9	RTT change	Remaining Time Estimate changed from 1d to 5h	0	0	0	3h	4d	
18/Mar/22 7:43 PM	XUV-6	Work logged	3h logged. Remaining Time Estimate changed from 1d 4h to 1d 4h	3h	3h	0	0	4d	
18/Mar/22 7:44 PM	XUV-7	Work logged	3h logged. Remaining Time Estimate changed from 1d 7h to 1d 7h	3h	6h	0	0	4d	
18/Mar/22 10:43 PM	XUV-6	RTT change	Remaining Time Estimate changed from 1d 4h to 1d 1h	0	6h	3h	3d 5h		
18/Mar/22 10:44 PM	XUV-7	RTT change	Remaining Time Estimate changed from 1d 7h to 1d 4h	0	6h	3h	3d 2h		
18/Mar/22 7:02 AM	XUV-6	Work logged	3h logged. Remaining Time Estimate changed from 1d 1h to 1d 1h	3h	1d 1h	0	3d 2h		
18/Mar/22 7:03 AM	XUV-7	Work logged	3h logged. Remaining Time Estimate changed from 1d 4h to 1d 4h	3h	1d 4h	0	3d 2h		
18/Mar/22 8:05 AM	XUV-9	Work logged	2h logged. Remaining Time Estimate changed from 5h to 5h	2h	1d 6h	0	3d 2h		
18/Mar/22 8:16 AM	XUV-4	Work logged	2h logged. Remaining Time Estimate changed from 0 to 0	2h	2d	0	3d 2h		
18/Mar/22 10:02 AM	XUV-6	RTT change	Remaining Time Estimate changed from 1d 1h to 6h	0	2d	3h	2d 7h		
18/Mar/22 10:03 AM	XUV-7	RTT change	Remaining Time Estimate changed from 1d 4h to 1d 1h	0	2d	3h	2d 4h		
18/Mar/22 10:05 AM	XUV-9	RTT change	Remaining Time Estimate changed from 5h to 3h	0	2d	2h	2d 2h		
18/Mar/22 10:15 AM	XUV-4	RTT change	Remaining Time Estimate changed from 0 to 4h	0	2d	4h	2d 6h		
18/Mar/22 10:16 AM	XUV-4	RTT change	Remaining Time Estimate changed from 4h to 2h	0	2d	2h	2d 4h		
20/Mar/22 4:11 AM	XUV-7	Work logged	4h logged. Remaining Time Estimate changed from 1d 1h to 1d 1h	4h	2d 4h	0	2d 4h		
20/Mar/22 5:11 AM	XUV-6	Work logged	3h logged. Remaining Time Estimate changed from 6h to 6h	3h	2d 7h	0	2d 4h		
20/Mar/22 6:09 AM	XUV-4	Work logged	2h logged. Remaining Time Estimate changed from 2h to 2h	2h	3d 1h	0	2d 4h		
20/Mar/22 6:10 AM	XUV-9	Work logged	2h logged. Remaining Time Estimate changed from 3h to 3h	2h	3d 3h	0	2d 4h		
20/Mar/22 8:09 AM	XUV-4	RTT change	Remaining Time Estimate changed from 2h to 0	0	3d 3h	2h	2d 2h		
20/Mar/22 8:10 AM	XUV-9	RTT change	Remaining Time Estimate changed from 3h to 1h	0	3d 3h	2h	2d		
20/Mar/22 8:11 AM	XUV-6	RTT change	Remaining Time Estimate changed from 6h to 3h	0	3d 3h	3h	1d 5h		
	XUV-7	RTT change	Remaining Time Estimate changed from 1d 1h to 5h	0	3d 3h	4h	1d 1h		
20/Mar/22 2:56 PM	XUV-6	Work logged	3h logged. Remaining Time Estimate changed from 3h to 3h	3h	3d 6h	0	1d 1h		
20/Mar/22 4:56 PM	XUV-9	Work logged	1h logged. Remaining Time Estimate changed from 1h to 1h	1h	3d 7h	0	1d 1h		
20/Mar/22 5:53 PM	XUV-7	Work logged	5h logged. Remaining Time Estimate changed from 5h to 5h	5h	4d 4h	0	1d 1h		
20/Mar/22 5:56 PM	XUV-6	RTT change	Remaining Time Estimate changed from 3h to 0	0	4d 4h	3h	6h		
20/Mar/22 5:57 PM	XUV-9	RTT change	Remaining Time Estimate changed from 1h to 0	0	4d 4h	1h	5h		
	XUV-3	Issue state change	Issue completed	0	4d 4h	0	5h		
	XUV-4	Issue state change	Issue completed	0	4d 4h	0	5h		
	XUV-5	Issue state change	Issue completed	0	4d 4h	0	5h		
20/Mar/22 10:53 PM	XUV-6	Issue state change	Issue completed	0	4d 4h	0	5h		
	XUV-7	RTT change	Remaining Time Estimate changed from 5h to 0	0	4d 4h	5h	0		
20/Mar/22 10:54 PM	XUV-7	Issue state change	Issue completed	0	4d 4h	0	0		
21/Mar/22 1:14 PM	XUV-3	Sprint ended by chetan chavan		-		0			
	XUV-4			4h		0			
	XUV-6			1d 4h		0			
	XUV-7			1d 7h		0			
	XUV-9			5h		0			
				4d 4h		0			

Burnup Chart

How to read this chart

The Burnup Chart provides a visual representation of a sprint's completed work compared with its total scope. Track your team's progress towards sprint completion and identify problems related to scope creep.

[Learn more](#) [Hide this information](#)



Date	Event Type	Issue	Completed Work	Work scope
18/Mar/22 2:52 AM	Sprint started	XUV-3 Design a racecar as per rulebook. XUV-4 Arrange the sponcership for build racecar XUV-9 Safety equipment failure	0	3
20/Mar/22 5:57 PM	Issue completed	XUV-3 Design a racecar as per rulebook.	0 → 1	3
20/Mar/22 5:57 PM	Issue completed	XUV-4 Arrange the sponcership for build racecar	1 → 2	3
20/Mar/22 5:57 PM	Issue completed	XUV-9 Safety equipment failure	2 → 3	3
21/Mar/22 1:14 PM	Sprint finished	XUV-3 Design a racecar as per rulebook. XUV-4 Arrange the sponcership for build racecar XUV-9 Safety equipment failure	3	3

Sprint Report

How to read this chart

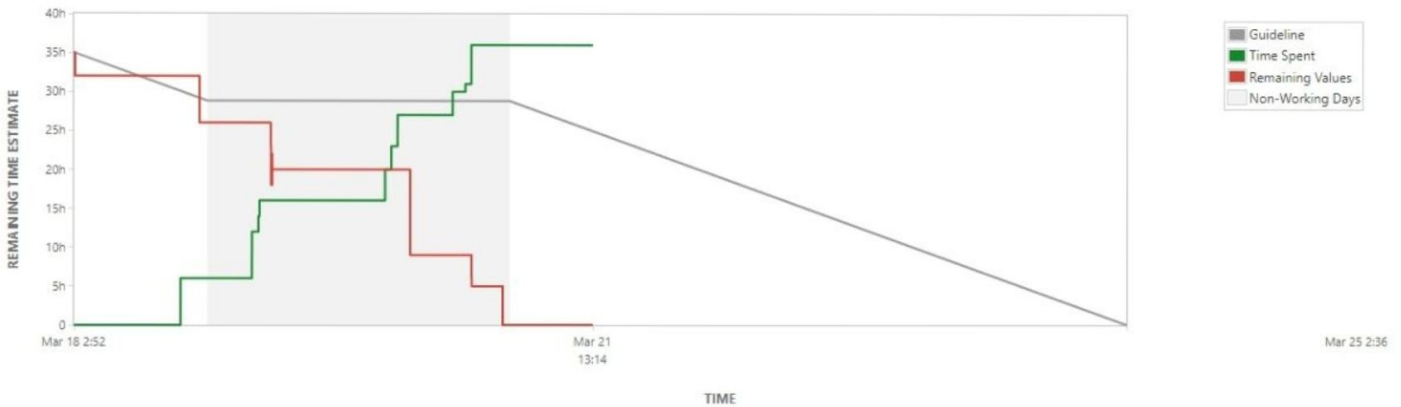
Understand the work completed or pushed back to the backlog in each sprint. This helps you determine if your team is overcommitting or if there is excessive scope creep.

Hide this information

XUV Sprint 1

Closed sprint, ended by chetan chavan 18/Mar/22 2:52 AM - 21/Mar/22 1:14 PM View linked pages

To develop a racecar and validate.



Opsgenie Get insight into how incidents impact your team's sprint performance. Show more

Status Report

Completed Issues

View in Issue Navigator

Key	Summary	Issue Type	Priority	Status	Issue Count (3)
XUV-3	Design a racecar as per rulebook.	Story	Medium	DONE	1
XUV-4	Arrenge the sponcership for build racecar	Story	Medium	DONE	1
XUV-9	Safety equipment failure	Bug	Medium	DONE	1

Projects / XUV700 / XUV board / Reports

Velocity Chart

How to read this chart

Track the amount of work completed from sprint to sprint. This helps you determine your team's velocity and estimate the work your team can realistically achieve in future sprints.

Hide this information

