

Sprint Results Analysis for Mega City Commuter Application

Sprint Results

User Story	Story Points	Results
1	5	Completed as planned
2	3	Customer rejected at demo
3	2	Completed as planned
4	8	Partially completed
5	3	Completed as planned

Total Committed: 21 Story Points

Question 1: Team Velocity

- **Completed User Stories:**
 - User Story 1: 5 Story Points
 - User Story 3: 2 Story Points
 - User Story 5: 3 Story Points
- **Velocity:** $5 + 2 + 3 = 10$ Story Points
- **Notes:** User Story 2 (rejected) and User Story 4 (partially completed) do not count toward velocity, as they did not meet the Definition of Done.

Question 2: Forecast for Next Sprint

- **Current Velocity:** 10 Story Points.
- **Factors:**
 - Customer rejection (User Story 2) suggests unclear requirements; address in retrospective.
 - Partial completion (User Story 4) indicates potential technical blockers; resolve in next sprint.
 - First sprint learning curve may improve efficiency.
 - Tight 45-day timeline (three sprints) requires conservative forecasting to avoid over-commitment.

- **Recommended Forecast: 12–13 Story Points**, assuming the team refines requirements and resolves blockers, allowing a slight increase over current velocity.
- **Action:** Prioritize completing User Story 4 (8 points) and reworking User Story 2 (3 points), alongside other high-priority backlog items, within capacity.