



The burndown chart for sprint 3 is a much better representation of the team's progress throughout the sprint compared to the burndown chart from sprint 2. The velocity for sprint 3 (55) is slightly lower than sprint 2 (59) due to a few reasons. First, team members may be recording lower planning poker estimates as they are now more comfortable with the MERN stack, as well as many user stories being built upon similar stories that have already been completed. Second, the team felt that the velocity in sprint 2 was higher than expected, and wanted to tone things down in sprint 3. Third, all team members were busy with midterms during

sprint 3. This also explains why the burndown is end-heavy, as most team members had several midterms during the first week of the sprint.