**Task metric**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Iteration** | **No. of Planned tasks** | **No. of Actual Tasks** | **Score(%)** | **Action** |
| 1 | 5 | 6 | 120 | **Gross Over Estimation of Effort**  Technical documents took shorter than expected. We will plan for shorter duration for technical documents in the future which will provide us more time for other tasks. |
| 2 | 5 | 6 | 120 | **Gross Over Estimation of Effort**  Programming duration was shorter than expected. We will take into account the pair programmers’ abilities and plan for shorter PP sessions which will provide us with a more realistic view of our timeline. |
| 3 | 22 | 20 | 91 | Our estimates are fairly accurate, and progress is going well. We will continue with the current standards. |
| 4 | 33 | 23 | 69. 7 | **Gross Under Estimation of Effort**  Efforts for Auto Group Detection took much longer than expected. The group thought that the same effort given in the previous iteration for bootstrap and login is required for AGD and BLR. As a result, codes were not completed on time, and testing could not be done either. The group has learned that BLR and AGD is more difficult and will need more time per session or will need more sessions to complete. Hence, we will put in more sessions or allocate longer sessions to complete AGD and BLR in the future iterations. |
| 5 | 50 | 46 | 92 | Our estimates are fairly accurate, and progress is going well. We will continue with the current standards. The group learned that discussing and planning how to tackle a feature at the start of each iteration is a good way to plan the iteration better. Hence, this will be implemented for the last two iterations. |
| 6 | 21 | 23 | 109 | Our estimates are fairly accurate, and progress is going well. We will continue with the current standards where programming sessions will be given roughly the same hours and each feature will be given the same number of sessions from this iteration. |
| 7 | 16 | 16 | 1 | Our estimates are accurate. Project Ends. |

**Legend**

