The burndown velocity is very skewed towards the end due to the fact that a lot of user stories were long and took a long time to finish and some of them had dependencies on the frontend/backend which took a while to mutually finish. The spike was due to the fact that some additional user stories were needed towards the middle and the end of the sprint.

The overall burndown velocity of sprint3 is ~190. This is quite a bit lower than previous sprints(~275 and ~350) mostly due to the fact that we sort of underestimated the story points for some of the user stories this sprint. But we did also finish most of the features we needed for the project, so we could afford to lower our velocity a bit.