The burndown velocity is skewed towards the end due to the fact that not all of us were able to get started right away(due to other courses) and 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 overall burndown velocity of sprint 4 is only ~170. This is lower than previous sprints(~190, ~275 and ~350), but again that is due to the fact that we have already finished most planned user stories by this sprint so we had relatively less work to do to wrap everything up. And since we did finish everything we intended to finish, this is good.