Sprint Execution for Blind Tiger - Burnup Chart

Days within a sprint	Points completed	Scope
1	13	70
2	20	70
3	30	70
4	38	70
5	45	75
6	52	75
7	52	75
8	55	75
9	68	75
10	70	75

Sprint 6: Burnup Chart.

The team committed to completing 70 story points in the sprint 6.On the 5 th day product owner added a five-point bug to the scope of the sprint raising the scope to 75 story points. On the sixth day the team decided to swarm on the user story for two days to complete the user story as one of the developers reported that they were struggling to complete. Based on the current progress, the team did not complete all points by the end of the sprint. At the end of the sprint five points were remaining.

Sprint Execution for Blind Tiger - Velocity Chart

Sprints	Committed	Velocity	Notes
Sprint 1	70	55	In sprint 1, the team underestimated the story point value for most of our user stories. We were unable to complete 15 points by the end of this, and in the retrospective we talked about right-sizing our estimations.
Sprint 2	55	52	In sprint 2, our story point estimation for user stories significantly improved. We learned that user stories that we had previously scoped as three points were closer to eight points.
Sprint 3	70	72	In sprint 3, we needed to increase the scope of our sprint from 55 points to 50 points to accommodate a high-priority bug. The team was able to create all user stories, including the bug, before the end of the sprint.
Sprint 4	65	55	In sprint 4, the team attempted to increase our velocity and experiment with swarming. Swarming was increasing the team's ability to complete story points, and we were on track to complete all story points by the end of the sprint. However, Lavar got sick on the last three days of the sprint, which significantly impacted our ability to complete the story points.
Sprint 5	70	72	In sprint 5, Lavar was back and the team continued the experiment with swarming. Swarming was incredibly successful, and we were able to achieve our highest velocity. The team was even able to complete two additional, unplanned story points.
Sprint 6	75	70	In sprint 6, on the fifth day, the product owner added a five-point bug to the scope of the Sprint. One of the developers reported that they were struggling to complete the user story. The team decided to swarm on the user story for two days to complete it.Even though the team was trending to finish all user stories, there were still five points that remained incomplete by the last day.
Average velocity	63		
Velocity range	The scope of sprint incresed in sprint 3 to accommodate a high-priority bug. The team was able to create all user stories, including the bug, before the end of the sprint. Lavar got sick on the last three days of the sprint 4, which significantly impacted the ability to complete the user stories. In sprint 5 Lavar was back and the team continued the experiment with swarming this made the team to complete two additional, unplanned stories and increased the scope.		

Committed and Velocity
■ Committed ■ Velocity
80
60
40
20
0
Sprint 1   Sprint 2   Sprint 3   Sprint 4   Sprint 5   Sprint 6
Sprints
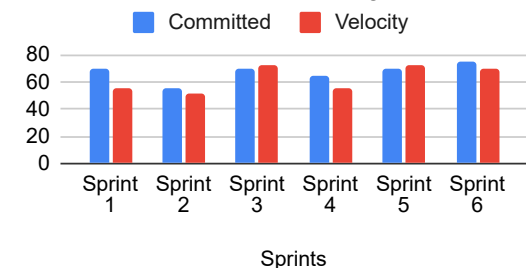
| **Velocity & process changes** | In analyzing the velocity notes, it is clear that swarming was incredibly successful, and the team was able to achieve highest velocity in sprint 5. | | |