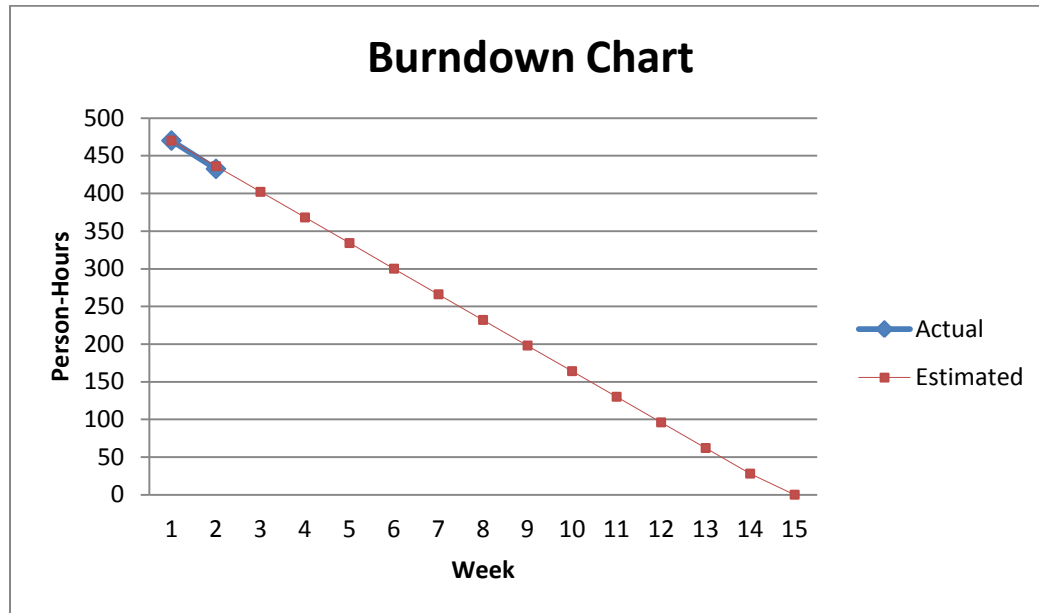


All of these charts are up to date as of October 24, 2013.

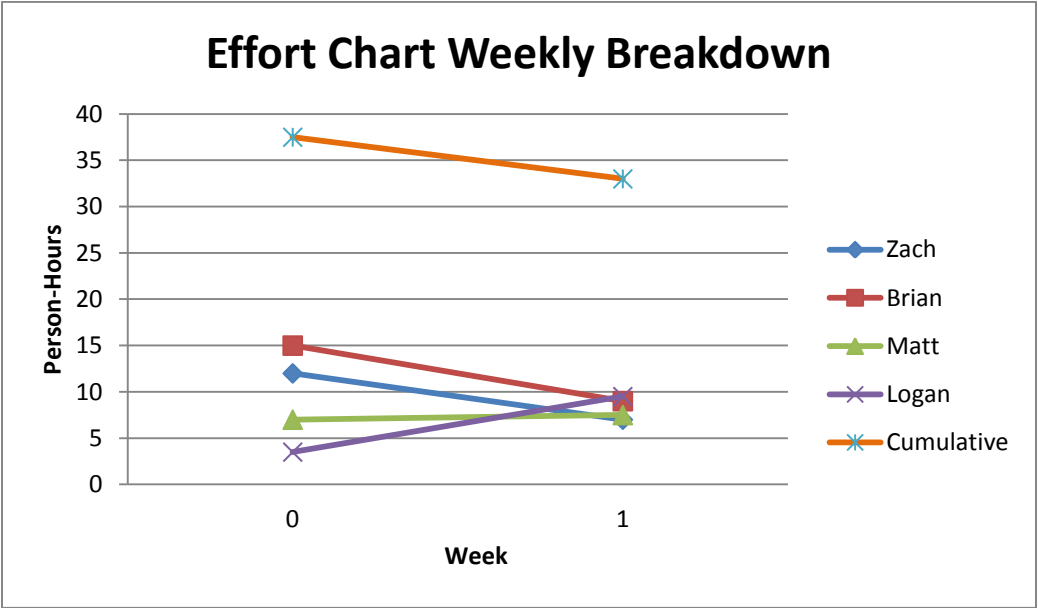
Below is the Project Burndown chart. It shows how many hours we have left for the remainder of the project. In the first sprint we completed 70.5 person hours dropping our total number of hours from 470 to 399.5. We are expected to work 68 hours in the sprint so our team worked over our expected hours. This shows that as of now our team has predicted our times accurately.



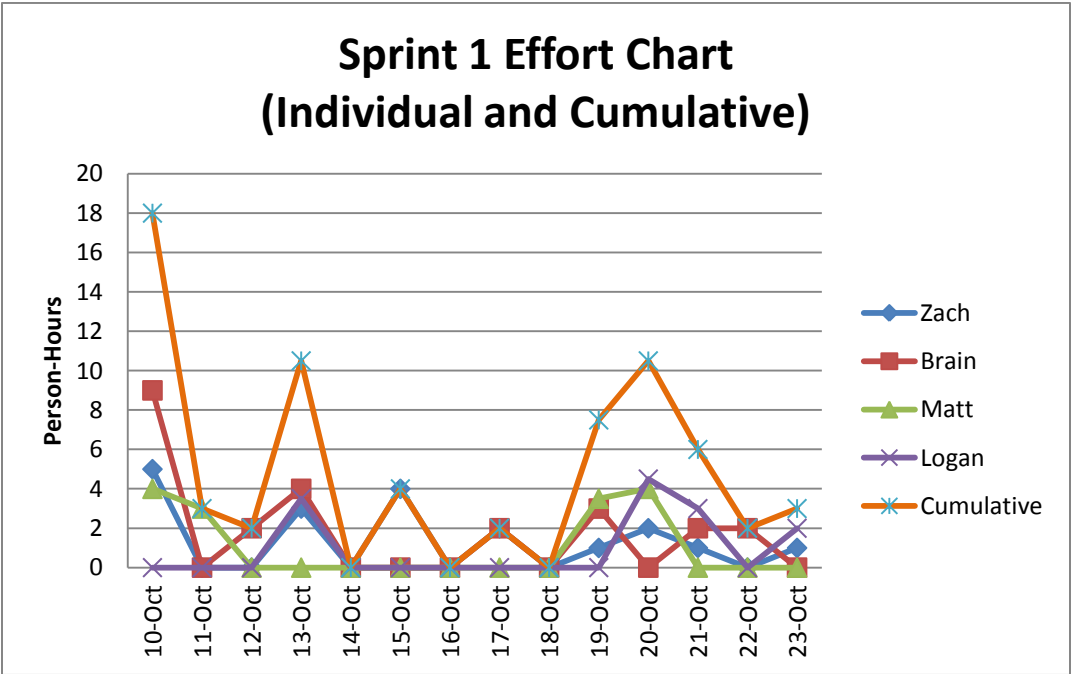
Below are our effort charts.

Project Effort Chart:

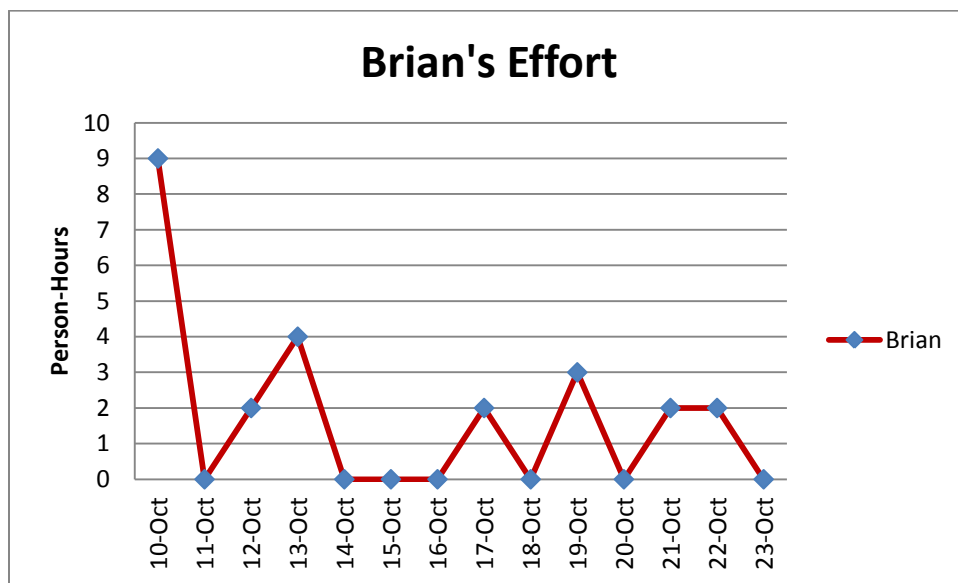
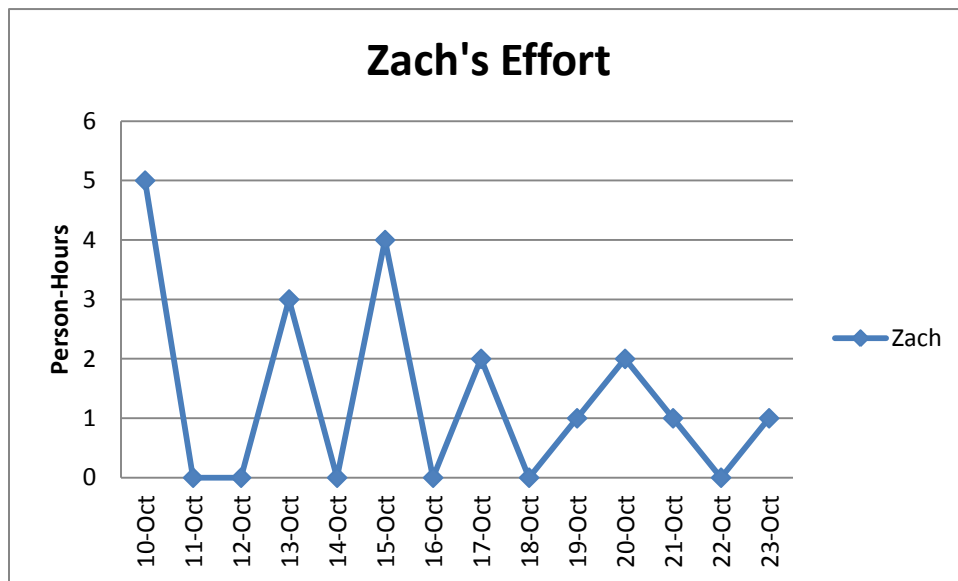
Below is a graphical representation of how many person hours each team member put in during week one of the sprint as well as week 2. The cumulative number hours that each person work is also represented.



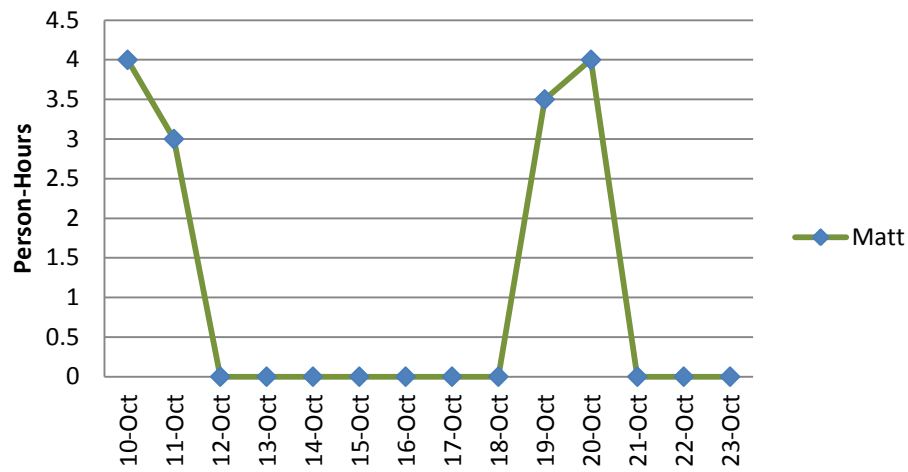
Sprint 1 Effort Chart: Below is a chart that shows the breakdown of each day during sprint 1. It shows how many hours each team member worked on a specific day the team worked.



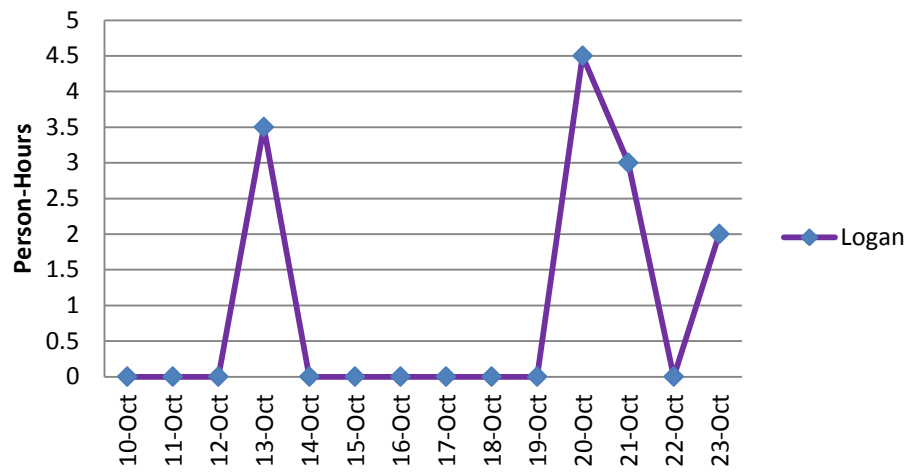
Individual Breakdown of Effort Charts: These charts show each individual breakdown of everyone's effort of Sprint 1. It is broken down by team members and show each day of the sprint and how many person-hours each team member put in on a specific day.



Matt's Effort

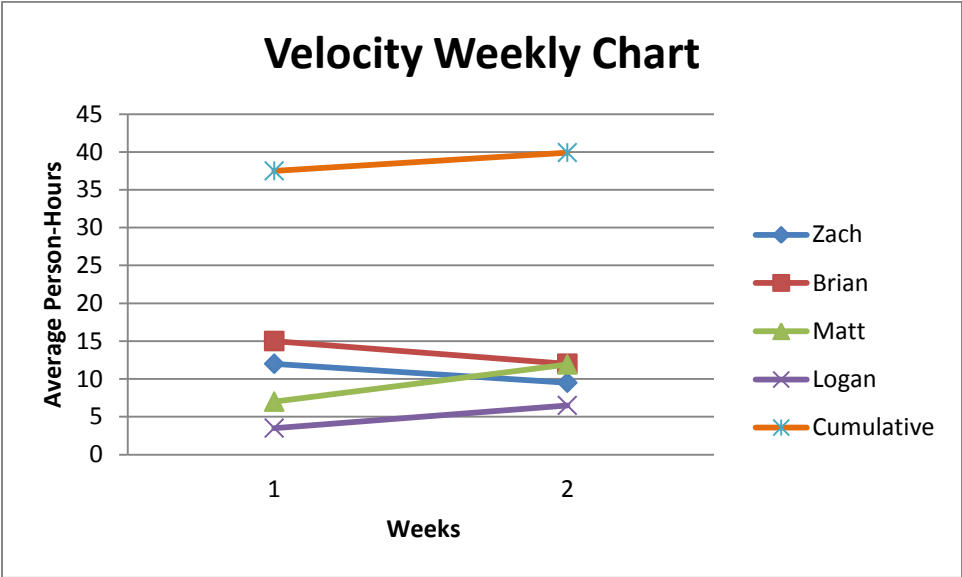


Logan's Effort

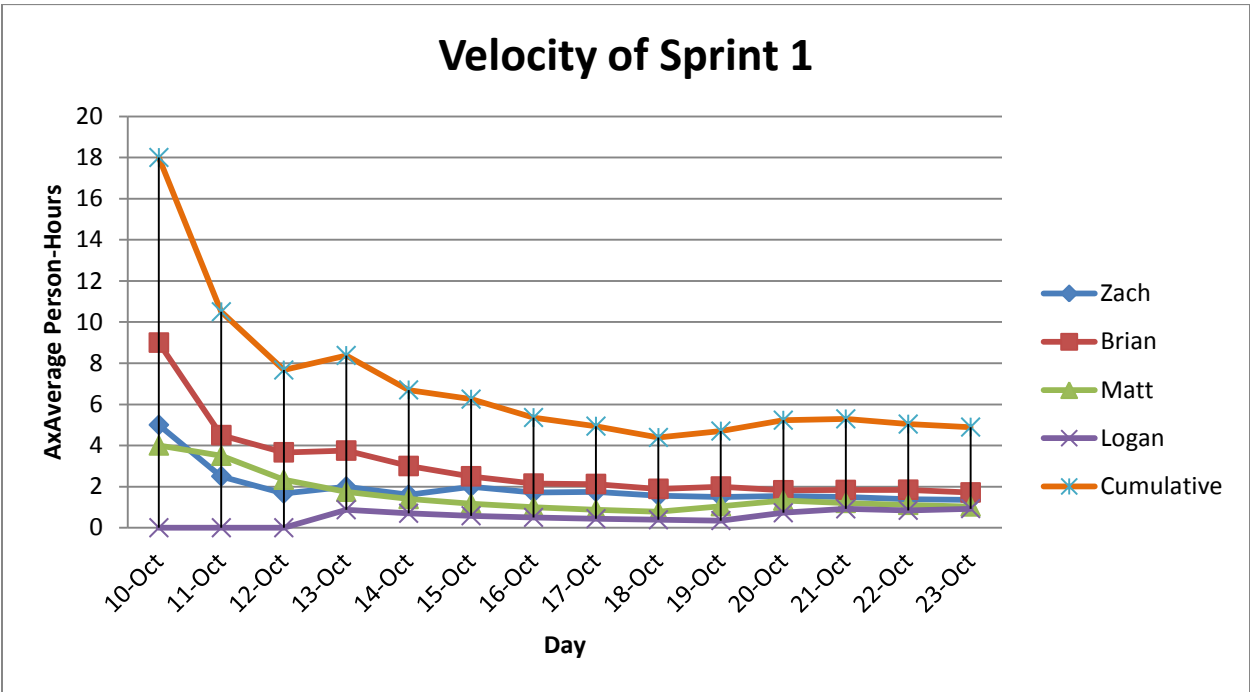


Below are our team’s velocity charts.

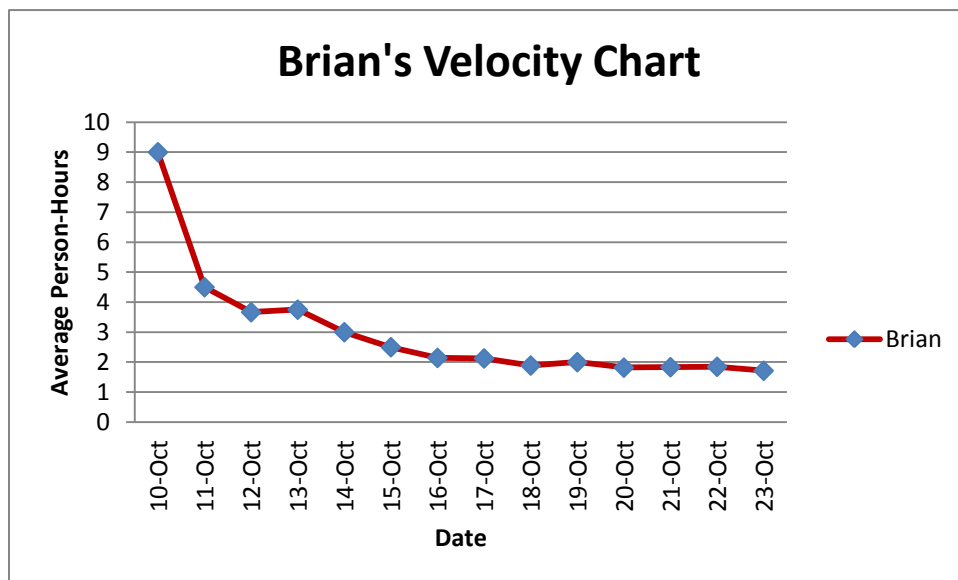
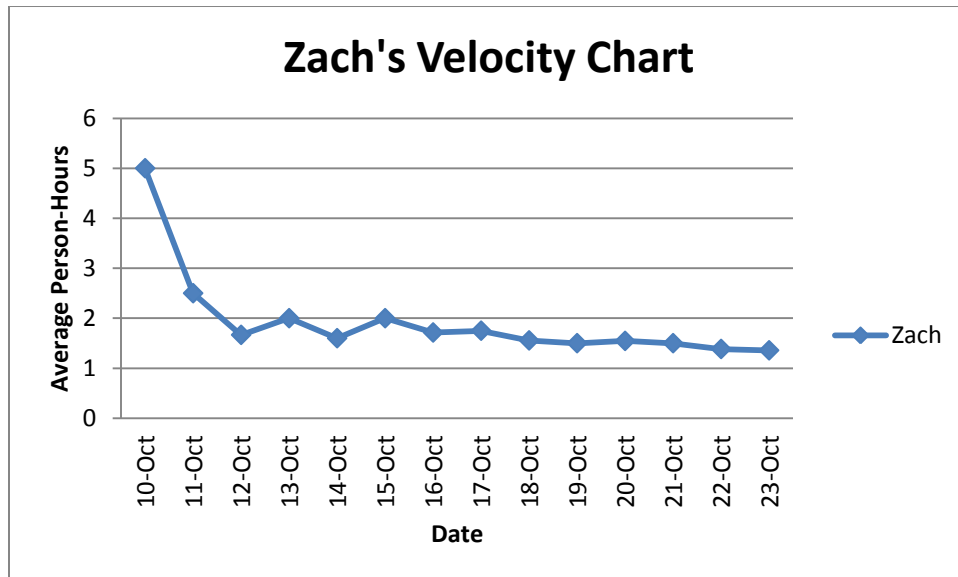
Overall Velocity Chart: Here shows the weekly breakdown of the average person- hours each team member put in during the two weeks of Sprint 1.



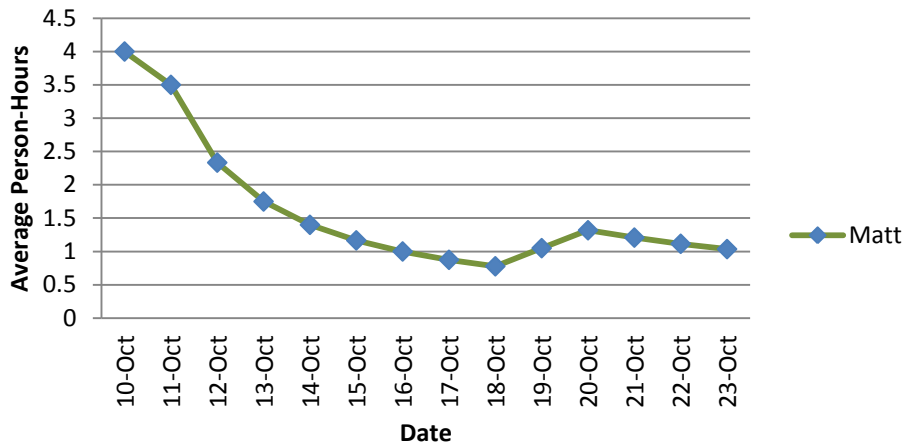
Breakdown of Sprint 1 Velocity: This velocity chart shows the average running total of each team member throughout the whole sprint. The velocity is calculated day by day instead of weekly like in the above chart. The cumulative velocity is also shown.



Individual Velocities of Sprint 1: Below are each team members velocity charts computed for Sprint 1. The velocity is computed on a day by day basis throughout the sprint.



Matt's Velocity Chart



Logan's Velocity Chart

