**User stories:** In the user stories page, you can clearly see where we stopped using time estimates and started playing planning poker and using story points to decide how difficult a feature will be. This happened around Sprint 3 or 4 and proved to be very helpful as we got into more (positive) discussions about the user stories at hand and discovered tasks we wouldn’t have discovered otherwise.

**Product Backlog**: This product backlog also came about around sprint 3 or 4. Before that the spring backlog we had looked nearly identical to the user stories page. After receiving feedback about this during the Skills lessons, we changed it to how it looks now.

**Sprint Backlogs**: During sprint 1 we did not have a backlog based in excel. We started out by doing everything in Trello, thinking that that would be enough (at that time Trello had not been yet introduced to us as a scrum board exclusively)  
The sprint backlogs have also changed drastically from sprint 2 to sprint 6 following the skills lessons. We started using ID’s to make the logs easier to navigate and added story points to them. We also thought more in depth about the various tasks of a story point and noted them down differently. The Criteria has also been added.

**Burndown Chart:** We had not been using burndown charts before sprint 4 as we thought they were not needed at the time. When we started using story points, we also started making charts.   
It is easily seen from the charts (actual line above the ideal line) that we overestimated the amount of story points we could finish in a sprint. Things not finished in sprint 4 as an example, were finished in sprint 5 though, with the story points also being incorporated in the chart of sprint 5.