# Burndown Chart Analysis

The Sprint and Release Burndown Charts plans display the progress of Team 111’s project, highlighting the story points required for each sprint and release. The sprint chart is essentially a ‘story points vs. time (date)’ graph that contains two sets of data; one being the actual remaining story points and the other being the ideal remaining story points. The release burndown chart is similar, however it provides a wider scope of the project, essentially being a ‘story points vs. sprint’ graph; containing actual, ideal and planned remaining story points. In both charts, the ‘ideal’ is a gradient of the initial story points remaining to 0.

## Sprint 3

Sprint 3 starts out very slow with very little progress being made in the first 2 weeks. In fact nothing was completed after the third day of the sprint until the third day before the Sprint 3 came to an end. This is due to the fact that Team 111 did not have much planned, nor require much work as the first release (Release 1) accounted for 65% of the project. However, the 35% was still to be completed in order for the product to be successful. In this sprint, the team focused on linking the back-end to the front-end which can be completely in one quick succession. This was done in preparation for the final sprint, which finalises the developed product for Team 113. In the burndown chart for Sprint 3, it can be seen exactly where the workflow was; showing a huge completion of story points as linking was completed quickly. Overall, there were no user stories missed, moved or incomplete, as shown of the chart ending at 0 story points; thus making this sprint going as planned to the projects plan.

## Sprint 4

The Sprint 4 progress is very similar to Sprint 3, as the chart shows stories being done at a later date of the Sprint. With all the preparation and finalisation, all user stories were to be completed by the end of this Sprint as this was the final sprint. So with this in mind, there were to be no incomplete, missing or moved user stories; also meaning that story points are to be and finish at 0 (ideally).

## Release 2

The Release displays the total outcome of each sprint, showing the linear ‘actual’ velocity of sprint 3 and 4; as well as a remainder of Team 111’s agreed planned story points and ‘ideal’ story points. With the headroom provided by the dedicated work from the Team in the first Release, we were able to complete Release 2 smoothly and in a timely manner. The release burndown chart shows the impact of the first two sprints, and provides a perspective on how well paced Release 2 due to the slightly lower requirements. It is noted though that Team 111 still provided great effort into finalising and finishing the product for Client.