# 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 1

The Sprint 1 burndown chart shows that the initial remaining story points was set at 39; and as shown in the chart, Team 111 shows a slow start for the first week, falling behind in our planned tasks. This slow start is due to the team still being in the process of identifying which stories and tasks were unnecessary till the next sprint. Thereafter, the team then conducted a series of planning and developing. These tasks included planning and developing wireframes on paper, as well as digitalising the wireframes. Tasks also include developing a website template and dynamic webpages as well as identify data to be organised. With a surge of tasks being completed, the results can be seen in the chart; where on the 30th of August, the team managed to complete a number of story points. Along with all the tasks being completed in the middle section of the sprint, there were a variety of tasks that weren’t essential such as developing a CSS that were then moved to the next sprint; left over tasks can be seen towards the end of the first sprint, showing roughly an accumulated 11.5 story points to be pushed to Sprint 2.

## Sprint 2

The Sprint 2 burndown chart includes the leftover story points from sprint 1, thus being added to the total initial remaining story points. The initial remaining story points for sprint 2 was set at a total of 69.5, with 11.5 of the story points being migrated from the previous sprint. For Sprint 2, the team were able to perform on the tasks at a more fast and steady pace compared to sprint 1. At one stage, the team managed to stay ahead of the ideal story points remaining, however had to lower the velocity of the sprint as there was a variety of organising and checking of database that had to be conducted. Thereafter, the velocity then continued at steady pace until towards the end when the team identified there were tasks that could not be completed due to the impractical nature of the task.

## Release 1

The Release displays the total outcome of each sprint, showing the linear ‘actual’ velocity of sprint 1 and 2; as well as a remainder of Team 111’s agreed planned story points and ‘ideal’ story points. As explained in Sprint 1, the release plan shows a wider perspective of how far behind the team had fell when re-organising sprint tasks. As a result, this required Sprint 2 to be a sprint of focus, speed and timing. The outcome was a success, where the release chart shows a steep gradient which implicates that the team were to work at a velocity that resulted ahead of the ‘ideal’ line. Despite being behind in the planned schedule, the team is ahead of the ideal velocity, leaving head room for last minute decisions and pushing of incomplete tasks from the first release. With a total of 97 story points for release 1 and 52 story points for release 2, the initial release plan allowed for almost 50% workload head room; so that if release 1 required half story points be transferred to release 2, there would still be a continuous 1:1 velocity ratio of both releases.