

Explanation:

As it can be seen on the burndown chart, we assigned most tasks by June 21st, 3 days after the sprint started. As each person was assigned to put their own tasks on Jira, the entire team finished putting all the tasks by June 24th. Our first completed task was on June 24th when we finished MJAAR-58. We then went on to finish MJAAR-70 and MJAAR-64 on June 28th. On June 29th, we decided that for our tasks to be more complete, it would be appropriate for the user to be able to view other people's profiles since we implemented the search functionality for MJAAR-70, leading to the creation of MJAAR-79. Lastly, we finished MJAAR-79 on June 30th, and MJAAR-48, MJAAR-54, and MJAAR-69 on July 1st.

Compared to the last sprint, we did a lot more work this time, and managed to do it much faster. When comparing the user stories with last sprint's we can clearly see that this time, we managed to develop 7 different user stories, and a total of 5 complete features. Conversely, last sprint, we managed to only finish 3 features and we couldn't complete one of the ones we had planned due to a team member dropping the course.

By looking at the velocity report, we managed to complete 39 story points, compared to 26 story points for sprint 1. This means that we did 13 more story points this sprint.

In addition, this sprint, we managed to link most pages that we had created for last sprint and this sprint together, adding even more work to the overall sprint compared to last sprint.

Comparatively, we did a lot more work this time. This can be attributed to better organization. Instead of starting the sprint on the Thursday after it was released, like we did it last sprint, we started it the Monday after the sprint started. That gave us a whole 3 more days of time to work on the project. Another important factor would be that this time around, we had already learned the technologies needed to develop the application. As such, it was much easier to develop the application as a whole since we didn't have to spend time learning it from zero. Lastly, and most importantly, we approached the sprint differently. Every story was done by at least 3 people, which would greatly reduce blockers. If one person had a blocker, this person could ask for help from at least 2 more people. It reduced blockers greatly, and helped us finish each feature much quicker.

Overall, I think our speed improved due to the organization and approach we had this time around. This can be reflected in the burndown chart above, especially compared to the beginning of last sprint which was completely flat.