We did not start working on this sprint until sunday march 14th, where we had a group meeting and discussed the difficulty of some of the tasks. So at the end of March 14th, we adjusted some of the story point values of the tasks.

Throughout the sprint, members of our group worked on the tasks during the entirety of the 2 weeks, thus our sprint velocity is actually very good and quite close to the target goal. Although the first week was quite busy, our group members still found some time to work on the project and began completing tasks early. This is much better than our previous burndown chart as, during the previous sprint, we did not have significant progress in completing story points until the very last 2 days.

Thus for this sprint we were much more responsible and efficient with our time in completing the tasks we were assigned so that we could deploy the features early, and in addition, it gave us extra time to bugfix.