

Sprint 3 Burndown Chart

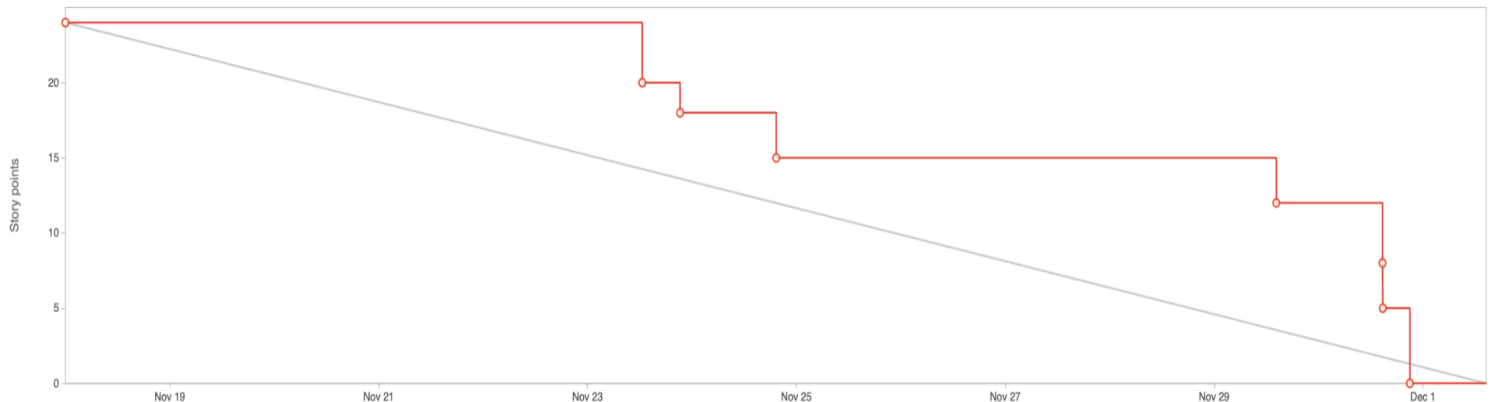


Chart Analysis

The Sprint 3 burndown chart shows a slow start followed by steady progress and a strong finish. For the first few days, the remaining work line stayed flat because most tasks were still in development and hadn't been completed yet. Around the middle of the sprint, the chart begins to drop in steps as individual stories were finished, which is normal since many tasks took multiple days to build and test. In sprint 2, the tasks were more connected and relied on one another which resulted in a more gradual decline of the burndown chart. However, this sprint had very few dependencies which allowed us to work on our tasks in parallel resulting in more code pushes at the same time near the middle/end of the sprint. This explains the sharper step like drops later in the sprint, rather than a smooth decline seen in sprint 2. Even with this pattern, the burndown still followed the ideal trend by the end of the sprint, and all planned work was completed on time with no scope changes.

Sprint 1 vs Sprint 2 Velocity Comparison

Sprint 2 Velocity: 25 story points completed

Sprint 3 Velocity: 24 story points completed

Our velocity this sprint stayed almost the same as Sprint 2, with only a small decrease of 1 point. This stable velocity means our team has become more consistent with estimating and delivering work over the last semester. The slight drop isn't a concern because Sprint 3 had a mix of tasks that were more UI-heavy and required extra testing, like the Profile and Badges features. These kinds of features often take longer to polish, even if the story point values are similar. We also had fewer dependency chains this time, which helped us work in parallel and finish everything on time. Overall, the stable velocity shows that our team has settled into a good workflow. We've become comfortable with the codebase, our tools, and our Git process, so our output stayed steady from last sprint to this one.