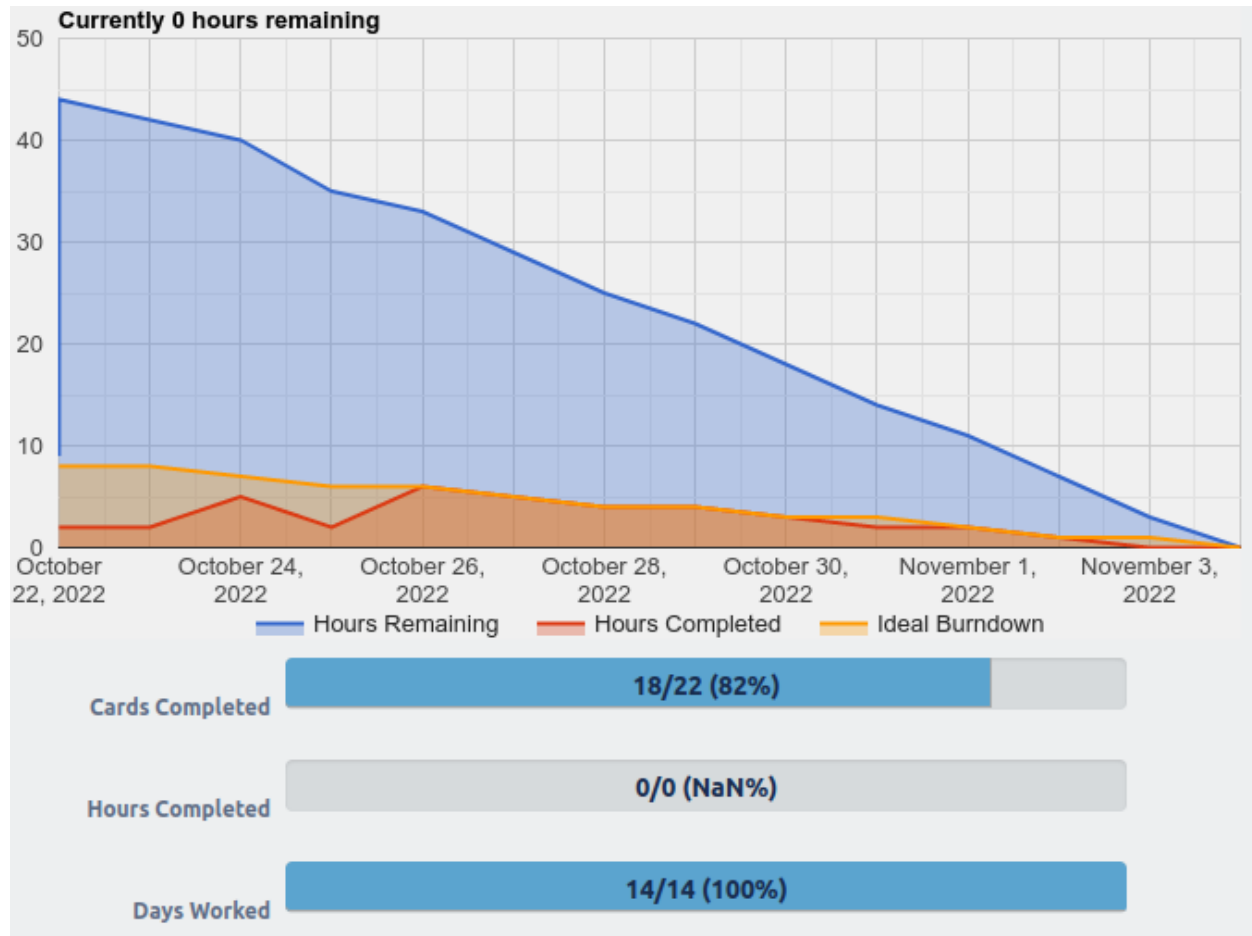


Burndown Chart for Sprints



We started with 44 hours based on an estimation for how long each subtask took for the User stories. As you can see there was constant workload being done each day with the spikes around the weekend when we had more free time.

Our previous sprint velocity was 24, but our current sprint velocity was 31. This was mainly because we were able to parallelise much more than before. We decided that while some tasks clearly require other tasks to progress, if we share our pseudo-code or program design with each other, we can start working on blocked tasks much earlier and although we might not be able to finish those tasks without the prerequisite ones, we can at least parallelise some of the coding processes.