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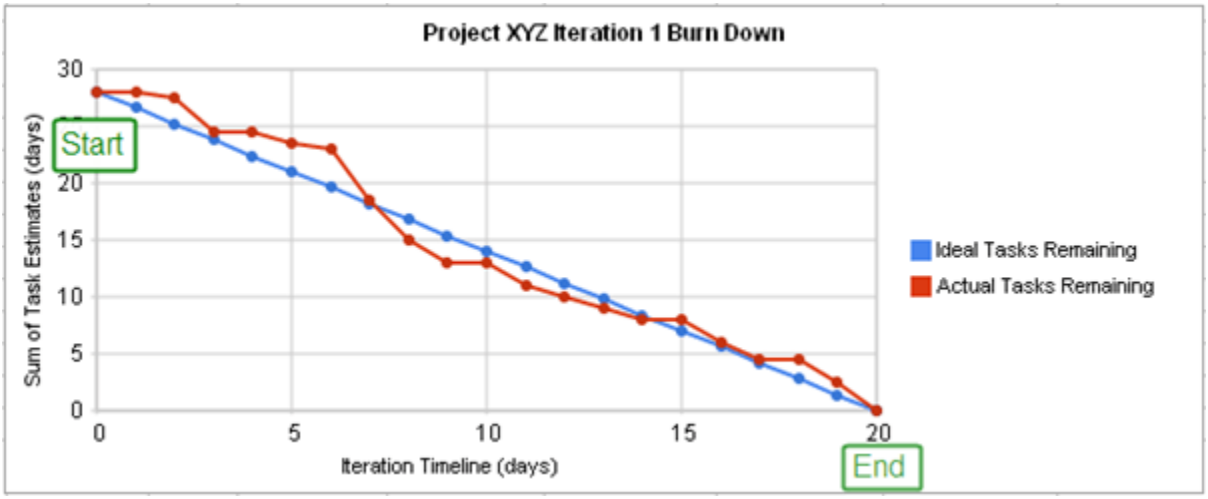
Reports in JIRA

To track the progress in Agile, a **Burndown Chart** shows the actual and estimated amount of work to be done in the sprint. A typical burndown chart will look somewhat like this, where the red line indicates the actual task remaining while the blue line indicates ideal task remaining during the scrum cycle.



Apart from Burn down chart there are other options available in JIRA like Sprint Report, Epic Report, Version Report, Velocity Chart, Control Chart, Cumulative flow diagram..

Agile Estimation

Agile estimation is about evaluating the effort required to complete each work item listed in the prioritized backlog, which, in turn, helps improve sprint planning.

Agile estimation is the process for estimating the effort required to complete a prioritized task in the product backlog. This effort is usually measured with respect to the time it will take to complete that task, which, in turn, leads to accurate sprint planning.

Agile teams also make estimations with reference to story points. A story point is used in Agile Development projects to estimate the difficulty of implementing a given user story.

The steps involved in the estimation method with story points are as follows:

- Identify user stories
- Discuss the requirements of the user story. It is the responsibility of the Product Owner or business analyst to answer the questions and explain what precisely the referred story entails
- Create a matrix for estimation: The estimation matrix is a numeric scale that is used to evaluate the selected pieces of work. This scale can be the Fibonacci sequence (…5, 8, 13, 21, 34 …) or the straightforward linear scale (… 3, 4, 5, 6, 7 …).
- Choose an Agile estimation technique
- Conduct sprint planning
- Validate that the estimates are internally consistent and align with the stories as the process goes along

Here is a list of some **agile estimation techniques:To assign story points in user story**

- Planning Poker
- Affinity Mapping
- Bucket System
- Big/Uncertain/Small
- T-Shirt Sizes
- Dot Voting
- Ordering Protocol

Capacity

Capacity refers to the total number of hours the team is available and does not account for the quantity of work. In this method, the highest priority User Story is chosen by the team members and is broken down into smaller tasks. Each task is given an estimated number of hours that can be accommodated in the Scrum capacity. If any capacity is remaining, the next priority is chosen and the task is added to the Sprint. The task is chosen such that all of the Scrum Capacity is filled and there is no more capacity left.

calculate by The maximum capacity of the team should be calculated in man-hours.

Velocity

Scrum velocity refers to the total number of story points a Scrum team could deliver within an iteration. It is the rate at which the Developers can deliver business value in a given iteration. The Scrum velocity could be measured in terms of days, story points, ideal days, or hours. The team has a given definition of done which they aim to achieve by the end of the Sprint. If the team can deliver 30 story points within a Sprint, the Scrum velocity of the team is 30. To make it simple, Scrum Velocity is an estimate of how much progress the team has achieved in the past. When a team uses past performance to plan their upcoming Sprint, they are using the Scrum Velocity of the team.

Calculation-

Generally, the last three iterations are used to calculate the average velocity of the team. Hence, you have to take the story points of the past three Sprints that the team has completed, and add them and divide them by three