

AGILE SPRINT BACKLOG TEMPLATE WITH BURNDOWN CHART

| BACKLOG TASK & ID | STORY POINTS | ASSIGNED TO | STATUS | ORIGINAL ESTIMATE | DAY 1 | DAY 2 | DAY 3 | DAY 4 | DAY 5 | DAY 6 | DAY 7 | DAY 8 | DAY 9 | DAY 10 | SPRINT REVIEW |
|--|--------------|-------------|---|-------------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|--------|---------------|
| User Story #1 | | | | | | | | | | | | | | | |
| Update User Requirements | 2 | Eljah | Completed | 1 | 0 | 0 | 0 | 0 | 1 | x | x | x | x | x | |
| Update UML | 4 | Everyone | Completed | 3 | 1 | 0 | 1 | 1 | 1 | x | x | x | x | x | |
| Implement writing to file/random address | 7 | Kyle | Completed | 3 | 1 | 1 | 3 | 0 | 0 | x | x | x | x | x | |
| Implement reading from the file | 7 | Everyone | Completed | 3 | 0 | 1 | 3 | 0 | 0 | x | x | x | x | x | |
| Determine how to calculate the distance | 8 | Kiersten | Completed | 1 | 0 | 1 | 1 | 2 | 0 | x | x | x | x | x | |
| Implement compareTo/Priority Queue | 9 | Everyone | Completed | 5 | 0 | 1 | 3 | 2 | 0 | x | x | x | x | x | |
| Print a representation of the map | 7 | Everyone | Did not complete | 2 | 0 | 0 | 0 | 2 | 4 | x | x | x | x | x | |
| User Story #2 | | | | | | | | | | | | | | | |
| Print a representation of the map | 8 | Kyle | Completed | 10 | 3 | 2 | 0 | 0 | 0 | 6 | x | 0 | 2 | 0 | |
| Display houses with orders on the map | 2 | Kyle | Completed | 5 | 0 | 1 | 0 | 1 | 0 | 5 | x | 0 | 1 | 0 | |
| Generate 100 random order times | 2 | Kiersten | Completed | 3 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |
| Generate a file that now contains 100 addresses AND order times | 3 | Kiersten | Completed | 1 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |
| Make the priority queue prioritize by order time | 2 | Kiersten | Completed | 4 | 0 | 0 | 0 | 0 | 1 | 3 | 0 | 0 | 0 | 0 | |
| Compute a route that the truck must follow to visit each location in order of order time | 7 | Eljah | In Progress(WORKS IF DIRECTION AND STREET | 10 | 0 | 0 | 0 | 1 | 1 | 1 | 4 | 0 | 2 | 2 | |
| Output the length of the route | 2 | Eljah | Completed | 4 | 0 | 2 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | |
| Display a simulation of the truck's movement | 8 | Kyle | Complete(CURRENTLY JUST A SAMPLE | 10 | 0 | 0 | 0 | 1 | 2 | 4 | 3 | 4 | 6 | 0 | |
| Update the output/updates based on the route! | 3 | Kyle | Completed | 5 | 2 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | |
| User Story #3 | | | | | | | | | | | | | | | |
| Task | | | | | | | | | | | | | | | |
| Task | | | | | | | | | | | | | | | |
| Task | | | | | | | | | | | | | | | |
| Task | | | | | | | | | | | | | | | |
| User Story #4 | | | | | | | | | | | | | | | |
| Task | | | | | | | | | | | | | | | |
| Task | | | | | | | | | | | | | | | |
| Task | | | | | | | | | | | | | | | |
| Task | | | | | | | | | | | | | | | |
| User Story #5 | | | | | | | | | | | | | | | |
| Task | | | | | | | | | | | | | | | |
| Task | | | | | | | | | | | | | | | |
| Task | | | | | | | | | | | | | | | |
| Task | | | | | | | | | | | | | | | |
| TOTAL | | | | 70 | 9 | 11 | 14 | 11 | 11 | | | | | | 9 |

