Sprint 4 Burndown Chart

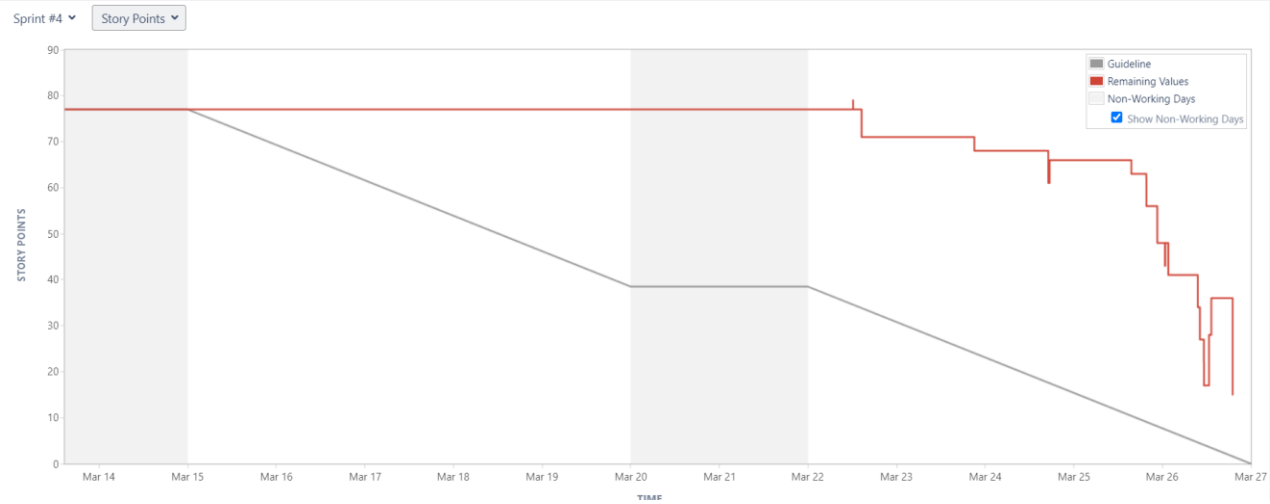

Figure 1 Sprint 4 Burndown Chart

The Sprint 4 burndown chart shows us the rate at which we completed user stories for Sprint 4. It compares our rate (in red) to the expected rate of completion (in gray). There are two notable events to point out on this chart. The first event is that, compared to Sprint 3, user stories were completed much earlier in the sprint. The second event is that two scope changes occurred on March 26th increasing the remaining story point count from 17 to 36.

Figure 2 Sprint 3 vs Sprint 4 Burndown Chart

Compared to Sprint 3, user stories were completed much earlier and over a longer period of time. This occurred because we began working on our user stories earlier in the sprint. There were also two scope changes that occurred on March 26th. The first is a change in estimate for DREAM-117 (Code analysis and organization) from 10 to 21 story points. The second change is an estimate for DREAM-150 (Enhanced sorting algorithms) of 8 points. The user story DREAM-117 was changed to an epic which caused the increase. The user story DREAM-150 was an extension of DREAM-135 (sorting game) featuring complex sorting algorithms like quicksort and radix sort.

Our sprint velocity for sprint 4 was 77 story points. In sprint 3, we had a sprint velocity of 50 story points. Our velocity for sprint 4 increased due to the carryover of 6 story points from DREAM-32 (single sign-on) in sprint3. In addition, DREAM-37 (dictionary game), DREAM-130 (tree traversal game), DREAM-35 (queues game), and DREAM-135

(sorting game) were completed. These large user stories added 29 story points to our sprint velocity.