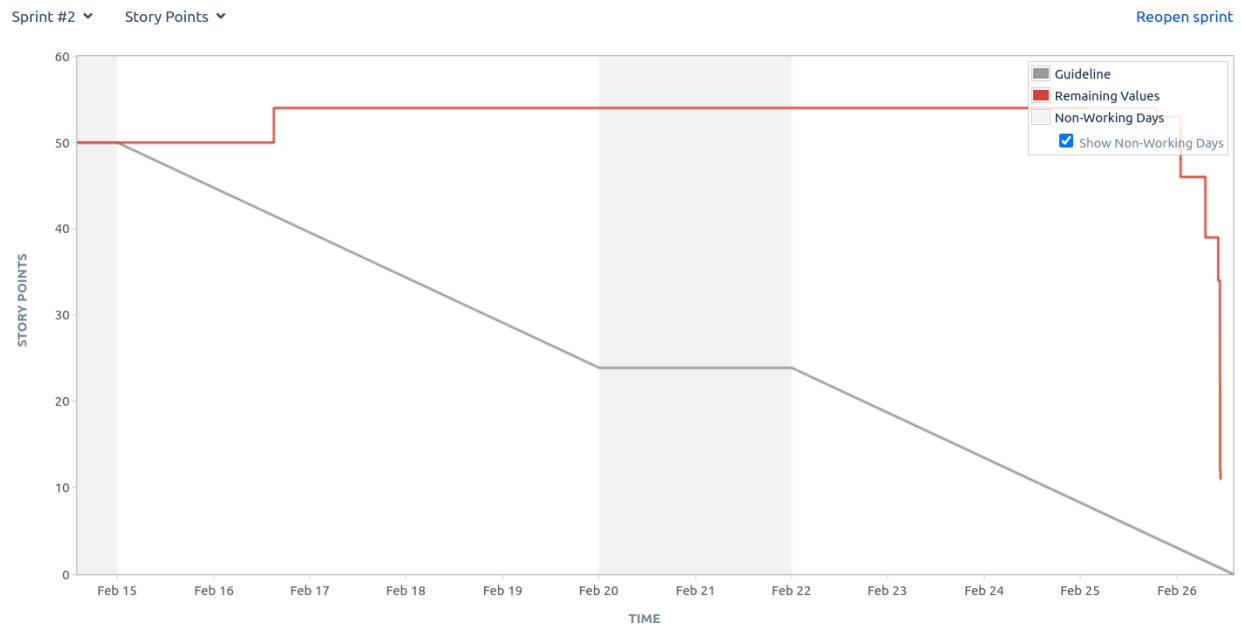


Sprint 2 Burndown Chart



The sprint2 burndown chart shows us the rate at which we completed user stories for sprint2. 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. Those events being that all user stories were marked as complete between February 25th and February 26th and that a scope change occurred on February 17th increasing the sprint velocity from 50 to 54 story points.

There is a steep drop in the red line between February 25th and Feb 26th. This occurred because the most challenging user stories were undertaken first and required the bulk of our time to implement, thus spanning across most of the 2 weeks. The tasks afterwards were more straightforward and quicker to implement at the end of the sprint. The scope change was a result of increasing story points from 6 to 10 for DREAM-63 (Implement a template for individual quests and games). Our group decided to re-estimate DREAM-63 when it was more difficult than anticipated.

Our planned velocity for sprint 2 was 50 story points. At the end of sprint2, our true velocity came out to 43 story points. In sprint1, we had a planned and true velocity of 19 story points. Our velocity for sprint 2 increased dramatically due to the number of user stories implemented. The number of user stories implemented for sprint 2 increased from 5 to 9.

Another factor is that the number of games implemented in sprint 2 rose from 1 to 2. Programming games require game logic which makes games more difficult to implement compared to the static web pages in sprint 1.