

# Sprint 3 Burndown Chart

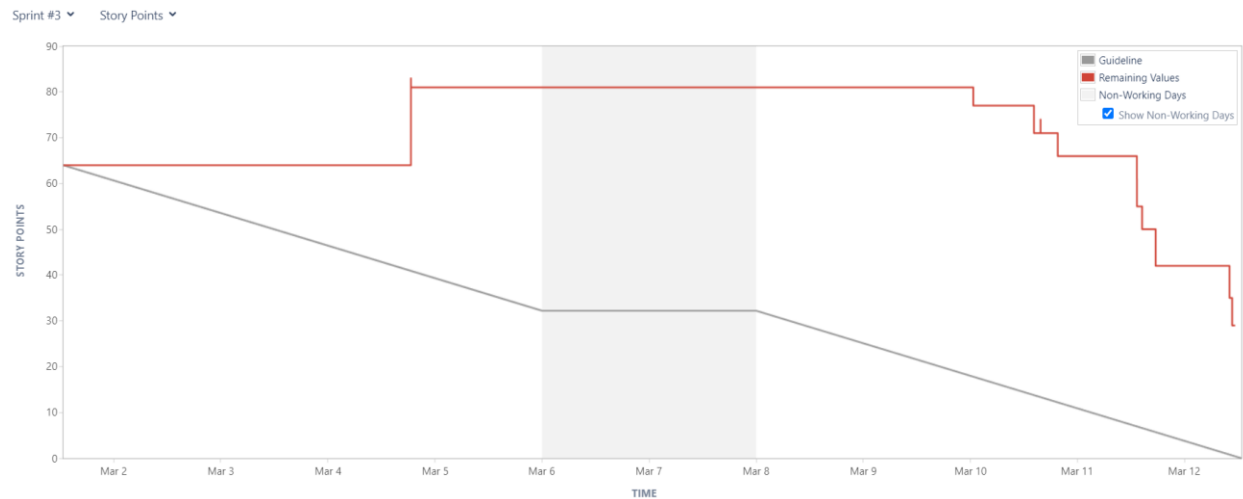


Figure 1 Sprint 3 Burndown Chart

The Sprint 3 burndown chart shows us the rate at which we completed user stories for Sprint 3. 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 2, user stories were completed much earlier in the sprint. The second event is that a series of scope changes occurred on March 4<sup>th</sup> increasing the sprint velocity from 64 to 69 story points.



Figure 2 Sprint 2 vs Sprint 3 Burndown Chart

Compared to the sprint 2, user stories were completed much earlier and over a longer period of time. This occurred because we primarily focused on completing simpler user stories for this sprint. Additionally, each group member had different work schedules, therefore their user stories were completed at different times. The scope changes were a result of adding an estimate for DREAM-88 (Save and update session on quest completion) of 5 points. The estimate for DREAM-88 was difficult to decide on because of how abstract the story was.

Our planned velocity for sprint 3 was 64 story points. At the end of sprint 3, our true velocity came out to 55 story points. In sprint 2, we had a planned velocity of 50 points and a true velocity of 43 points. Our velocity for sprint 3 increased due to the carryover of DREAM-14 (account creation) and DREAM-16 (password reset) from sprint 2. In

addition, DREAM-30 (password modification), DREAM-18 (user leaderboard), and DREAM-36 (list game) were completed in this sprint. These complex user stories were worth 21 story points in total.