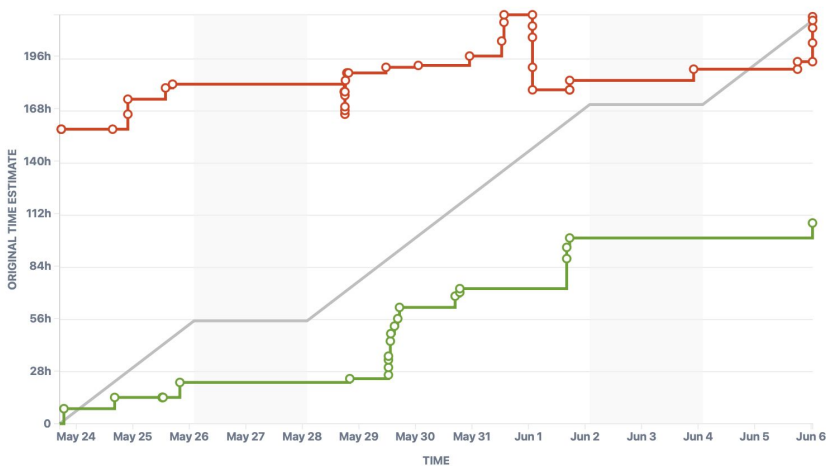




Team (10 members)

- Isabella Reynolds – BA
- Lucas Thompson – BA
- Sofia Rodriguez – Designer
- Nathan Walker – Front-End Tech Lead
- Emma Carter – Senior Front-End Developer

- Oliver Bennett – Senior Front-End Developer
- Ava Martinez – QA Engineer
- Leo Garcia – Trainee QA Engineer
- Noah Parker – QA Engineer
- Alexander Wright – Project Manager

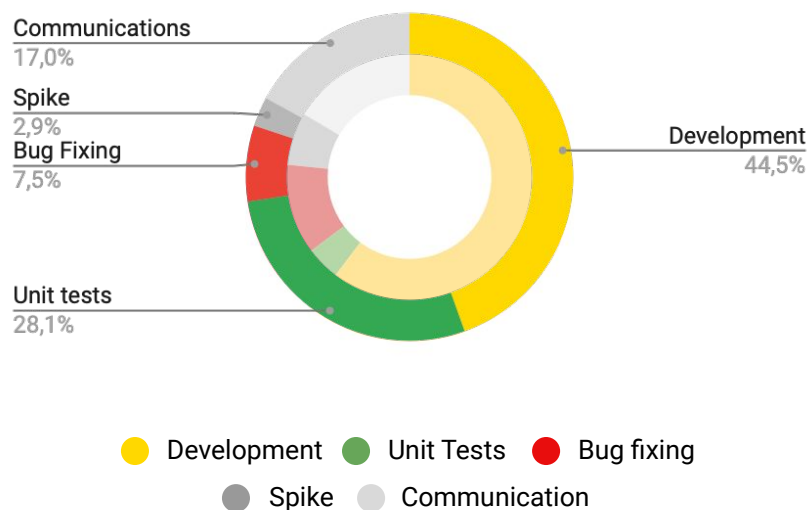


Burnup chart

Report

Estimated/Completed/Added work: 215h / 107h / 58h
Transitioned from last sprint: 83h

Comment: The chart above illustrates significant alterations in the Sprint scope over its duration. These changes were necessitated by rapid adjustments aimed at unblocking the regression testing of the release rl-1. Primarily, additions to Unit Tests and bug fixes were made, crucial components without which traversing all the quality gates on the internal production environment would have been unattainable.

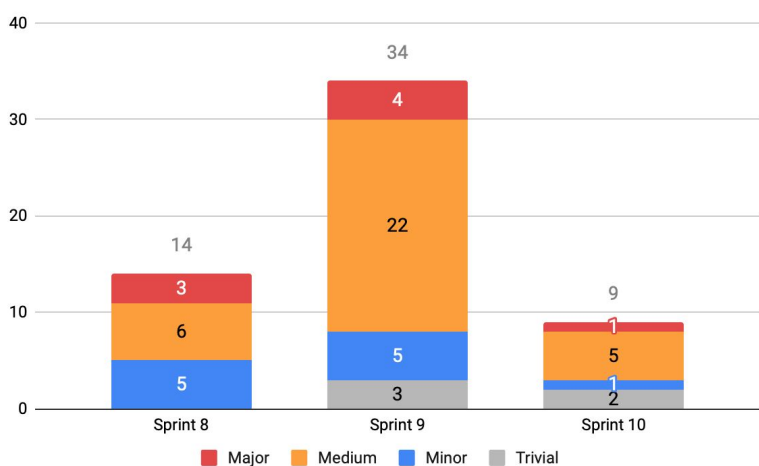


Time spent by development team

Time sheet

Outer circle – Sprint 10; Inner circle – Average

Comment: We observed stabilization in communication and spike hours. However, there was a notable 28% increase in time allocated to working on Unit Tests. To prevent such fluctuations moving forward, we're implementing a revised approach to Unit Tests. This involves proactive creation and adaptation of tests in tandem with feature development that may impact them. Als, a Quality Gate has been incorporated for the development branch.

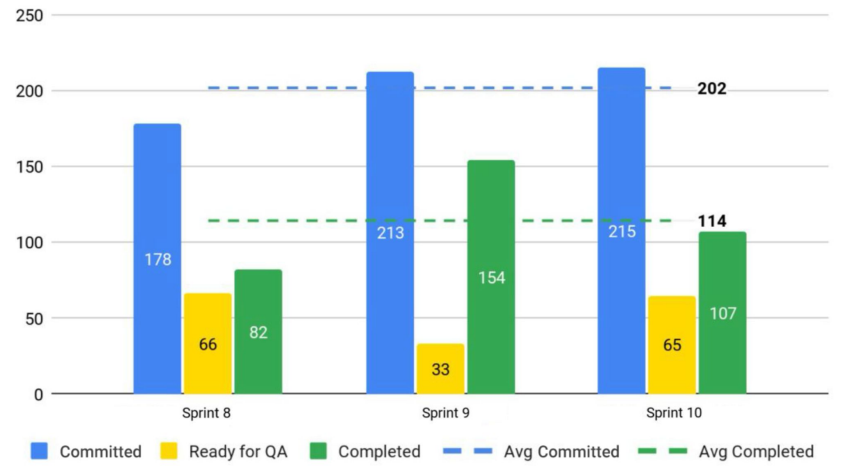


Defects statistics

Report

Fixed – 1 Major / 2 Medium
Unfixed – 3 Medium / 1 Minor / 1 Trivial

Comment: Above, the updated defects statistics display the stacked quantity of bugs categorized by their priority discovered in Sprint 10. There is a notable decrease in reported bugs, primarily attributed to regression bugs being grouped together and pending reporting until they obstruct the release process. Furthermore, it's important to note that not all Stories underwent QA scrutiny within the scope of this Sprint.

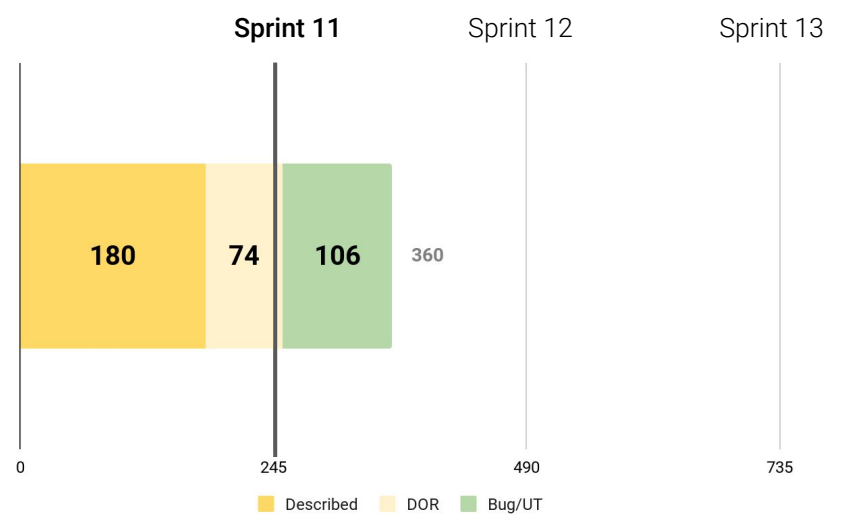


Velocity chart

Report

Current sprint Velocity: 107h
Completion rate: 50%

Comment: Overall, we observe a comparable scenario to the previous sprint, where several issues taken are either roughly estimated or demand additional effort for delivery. The agile nature of this sprint led us to undertake larger tasks spanning two sprints, resulting in 28 hours remaining 'In Development'. It's important to note that Bug Fixes do not directly influence the completion rates of the Stories or Tasks introduced in the sprint.

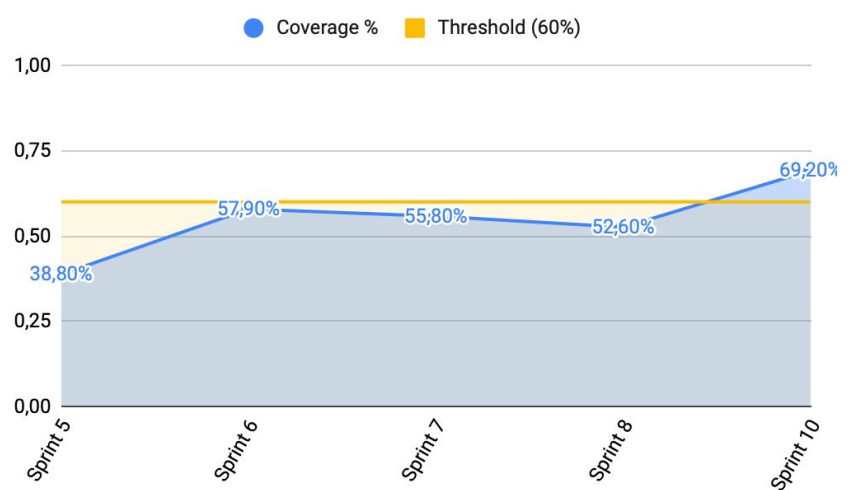


Ready for Development Scope

Roadmap

Etalon capacity: 245h

Comment: By the conclusion of Sprint 10, notable increases are evident across all categories within the Backlog. It's worth noting that the addition of a 4th Developer has resulted in an increased 'Etalon capacity'. Presently, we have 1 Sprint scope.



Unit-test Coverage

Report

Target coverage: 60%

Comment: Displayed in the chart above is the ratio of complete code coverage, which has now surpassed the threshold, facilitating the release to the 'main' branch. Our ongoing practice involves the addition of new Unit Tests during refinement or when necessitated within each sprint. Further details on these tests can be found [here](#).

As the overall code coverage is represented in this metric, if the new code will be pushed without unit tests, it may decrease