CHAPTER 27

THE AGILE MENTALITY







- Why Use Agile and Scrum?
- Agile Development



- Why Use Agile and Scrum?
- Agile Development
 - Manifesto for Agile Software Development



- Why Use Agile and Scrum?
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- Scrum Methodology



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 - Features of Scrum



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- The Burndown Chart





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 - Feature prioritization and focus



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- That is, while there is value in the items on the right, we value the items on the left more.



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- But it's also important to keep the project on schedule



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The Scrum Team



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Product Owner



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 - The voice of the client / players


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The Product Owner and Scrum Master are natural foils





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- Each Sprint has its own Sprint Backlog of features that will be complete by the end of the Sprint





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- All progress is tracked on a shared Burndown Chart



The Burndown Chart



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- Tracks team progress towards a Sprint deadline



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- Compares total estimated time for tasks against daily progress (the Burndown Rate)



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- Compares total estimated time for tasks against daily progress (the Burndown Rate)
- Uses this information to predict whether or not the team will complete the project on time







			A	В	С	D	E	F	G	н	1	J	к	L	м	N	0	Р	Q	R
		1	Days into Project:	5					1	2	3	4	5	6	7	8	9	10	11	12
		2	Days Remaining:	19					P	P	P	P	P	Today	F	F	F	F	F	F
		3	Total Hours & Burndown Velocity	y .	Est.	Rem.	BDV		07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16
		4	Hours Remaining		30	24	1.2	_	30	29	29	28	28	24						
		5	Est. Remaining @ End Date			2.4		_	30.0	28.8	27.6	26.4	25.2	24.0	22.8	21.6	20.4	19.2	18.0	16.8
		5	Remaining Hours By Person	Inti	Fet	Rem	BDV		-											
		8	Archon	A	10	7	0.6		10	9	9	8	8	7	7	7	7	7	7	7
		9	Henri	Ĥ	6	6	0.0		6	6	6	6	6	6		6				
		10	Icarus	- ï	8	7	0.2		8	8	8	8	8	7						
	1	1	-										-							1
			A							В			С			D		E		
1			Dave	in	to	Pro	nie	ct	•	5										
-	_		- Days						•											
2			Days	s R	Ren	nai	nir	Ŋ		19										
3	Tota	I H	lours & <u>Burn</u>	do	wr	ງ V	elc	oci	ty			E	st	•	Re	em.		BD	V	
4	Ho	bur	s Remaining	1									30		2	.4		1.2	2	
-					_															
5	Es	i t.	Remaining @) E	ind		ate	•							2	.4				
<u>_</u>	_	20							_		_			_			_			-
		29			-						_			_						
		30	Remaining Hours By Priority	_	Est.	Rem.	BDV			10	10					1.0		1.0		
		31	Highest Priority	1	19	16	0.6		19	18	18	17	17	16		16				16
		32		2	5	4	0.2		5	5	5	5	5	4						4
		33	Lowest Priority	3	6	4	0.4		6	6	6	6	6	4		- 4				
		34	Today's Date	07.09					D		D			Today						12
		33	roday's Date	07-08	_	Hours			Ctort				P	Today			- C	- C		
		30	Sprint Backlog	Rank	Fet	Rem	Wkd	Acer	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16
		38	Acceleration	1	4	1	5	A	4	3	3	2	2	1	01-03	01-10	31-11	31-14	31-13	31-10
		39	Speed		2	2		A	2	2	2	2	2	2	2	2				
		40	Braking	1	2	2		A	2	2	2	2	2	2	2	2				
		41	Turning		2	2		A	2	2	2	2	2	2	2					2
		42	Delayed Car Angling Tracking		2	2		G	2	2	2	2	2	2	2					
		43	Zoom Out When Driving	1	1	1		G	1	1	1	1	1	1	1	1				1
		44	Pick Up People	1	1	1		G	1	1	1	1	1	1	1	1				
		45	Risky Driving System	3	2	0	1	G	2	2	2	2	2	0	0	0				
		46	Point System	2	2	1	1	1	2	2	2	2	2	1	1					1
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		3	Total Hours & Burndown Velocity	/	Est.	Rem.	BDV	- 1	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16
		4	Fours Remaining		30	24	1.2	-	30	29	29	20	20	24	22.0	24.0	20.4	10.0	49.0	40.0
		5	Est. Remaining @ End Date			2.4			30.0	20.0	27.0	20.4	20.2	24.0	22.0	21.0	20.4	19.2	16.0	10.0
		7	Remaining Hours By Person	Inti	Est.	Rem.	BDV	_												
		8	Archon	A	10	7	0.6		10	9	9	8	8	7	7	7	7	7	7	7
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		30	Remaining Hours By Priority		Est.	Rem.	BDV		40	40	40	47	47		10	4.0	10	10	10	10
		31	Highest Priority		19	16	0.6		19	18	18	1/	1/	16						
		32	Lowest Delaylty	2	5	4	0.2		5	5	5	5	5	4						
		33	Lowest Priority	3	6	4	0.4		6	6	6	6	6	4						
		34	Today's Date	07-08					P	P	P			Today						
		36	roday a Date	07-00		Hours			Start	<u> </u>				(Colley)						· · ·
		37	Sprint Backlog	Rank	Est.	Rem.	Wkd.	Assn	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16
		3.8	Acceleration	1	4	1	5	A	4	3	3	2	2	1	1	1	1	1	1	1
		39	Speed	1	2	2		A	2	2	2	2	2	2						
		40	Braking	1	2	2		Α	2	2	2	2	2	2						
		41	Turning	1	2	2		Α	2	2	2	2	2	2						
		42	Delayed Car Angling Tracking	1	2	2		G	2	2	2	2	2	2						
		43	Zoom Out When Driving	1	1	1		G	1	1	1	1	1	1	1					
		44	Pick Up People	1	1	1		G	1	1	1	1	1	1	1					
		45	Risky Driving System	3	2	0	1	G	2	2	2	2	2	0	0					
		46	Point System	2	2	1	1	1	2	2	2	2	2	1	1					
		47	Time Limit	2	1	1		1	1	1	1	1	1	1	1				1	
		48	Collision Implementation	1	4	4		H	4	4	4	4	4	4	- 4				- 4	
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39 Speed 1 2 2 A 2 2 2 1 <td></td> <td></td> <td>38</td> <td>Acceleration</td> <td>Kank</td> <td>ESL.</td> <td>1</td> <td>MARCI.</td> <td>Assn</td> <td>4</td> <td>3</td> <td>3</td> <td>2</td> <td>2</td> <td>1</td> <td>07-09</td> <td>07-10</td> <td>07-11</td> <td>0/-14</td> <td>07-15</td> <td>07-10</td>			38	Acceleration	Kank	ESL.	1	MARCI.	Assn	4	3	3	2	2	1	07-09	07-10	07-11	0/-14	07-15	07-10
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		38	Acceleration	1	4	1	5	Α	4	3	3	2	2	1						
		39	Speed	1	2	2		Α	2	2	2	2	2	2						
		40	Braking	1	2	2		Α	2	2	2	2	2	2						
		41	Turning	1	2	2		Α	2	2	2	2	2	2						
		42	Delayed Car Angling Tracking	1	2	2		G	2	2	2	2	2	2						
		43	Zoom Out When Driving	1	1	1		G	1	1	1	1	1	1						
		44	Pick Up People	1	1	1		G	1	1	1	1	1	1						
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		2	Days Remaining:	19		_		_	P	P	P	P	P	Today	F	F	F	F	F	F
		3	Total Hours & Burndown Velocity	/	Est.	Rem.	BDV	- 1	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16
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		31	Highest Priority	1	19	16	0.6	_	19	18	18	17	17	16	18	16	16	16	16	16
		32	rightest riving	2	5	4	0.2		5	5	5	5	5	4						
		33	Lowest Priority	3	6	4	0.4		6	6	6	6	6	4						
		34			-				-	-	-	-	-							
		35	Today's Date	07-08										Today						
		36				Hours			Start											
		37	Sprint Backlog	Rank	Est.	Rem.	Wkd,	Assn	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16
		3.8	Acceleration	1	4	1	5	Α	4	3	3	2	2	1						
		39	Speed	1	2	2		Α	2	2	2	2	2	2						
		40	Braking		2	2		A	2	2	2	2	2	2						
		41	Turning	1	2	2		A	2	2	2	2	2	2						
		42	Delayed Car Angling Tracking		2	2		G	2	2	2	2	2	2						
		43	Zoom Out When Driving		1	1		G	1	1	1	1	1	1						
		44	Pick Up People		1	1		G	1	1	1	1	1	1						
		45	Risky Driving System	3	2	0	1	G	2	2	2	2	2	0						
		46	Point System	2	2	1	1	1	2	2	2	2	2	1					1	
		47	Time Limit	2	1	1		1	1	1	1	1	1	1					1	
		48	Collision Implementation		4	4		H	4	4	4	4	4	4						
		49	Art Asssets	3	4	4			4	4	4	4	4	4						
		50	Al Driving	2	2	2		H	2	2	2	2	2	2						



	A	В	С	D	E	F	G	н	1	J	K	L	M	N	0	P	Q	R			
1	Days into Project:	5					1	2	3	4	5	6	7	8	9	10	11	12			
2	Days Remaining:	19	-		-		P	P	P	P	P	Today									
3	Total Hours & Burndown Velocity	,	Est.	Rem.	BDV		07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16	>		
4	Hours Remaining		30	24	1.2		30	29	29	28	28	24	22.0	24.0	20.4	40.0	49.0	40.0			
5	Est. Remaining @ End Date			2.4			30.0	20.0	27.0	20.4	25.2	24.0	22.0	21.0	20.4	19.2	16.0	10.0			
7	Remaining Hours By Person	Inti	Est.	Rem.	BDV																
8	Archon	-	_		,							_									
9	Henri	36															Hou	rs			
10	Icarus		_										_	- T	-				10/1 1		
11	Gilbert	37	5	prın	t Ba	ack	log						Ran	I K	ES	t.	Ker	n .	Wkd.	Assn	
12	-	20		Å		rati							4		4		4	Γ	5		
14		20		AC	cele	lau	on								4		1		- O	A	_
15	-	39		Sn	hoe								- 1		2		2			Δ	
16	35	55	_	Opt	scu							_			-		-	-		~	_
17	30	40		Bra	kin	a							1		2		2				
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19	<u><u> </u></u>	41		Tu	min	g							1		2		2				
20	5 15	40	_	Del		- C				T					•		0	-			
22	m 10	42		Del	aye	au	ar A	٩ng	ling	i ra	CKI	ng 🛛	1		2		2			G	
23		43		70	om (0 t		on	Driv	ina			4		- 1		4			G	
24	I D	45	_	200		Jui		lell		mg										G	_
25	0 - 0 - 0 - 0 - 0 - 0	44		Pic	k Ui	n P	eon	le					1		1		1			G	
26	7-02 7-02		_			P •	cop								•			-		–	_
27		45		Ris	kv I	Driv	/ina	Sv	sten	า			3		2		0		1	G	
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30	Remaining Hours By Priority	46		Po	nt S	5ys1	tem						- 2		2		1		1		
31	Highest Priority	47		Tim		1	4						2					-			
32		47		III		Imi	τ						2				1				
33	Lowest Priority	48		Col	lici	on l	mp	lom	onta	tio	•		4		1		Λ			н	
34	100ay S Late	70	_	00	1131		mp	em	CIILO		•										_
36	,	49		Art	Ase	sse	ts						3		- 4		4			1	
37	Sprint Backlog		_										-					-		· ·	
38	Acceleration	50			Driv	ing							2		2		2			H	
39	Speed -	F 1	_	0									4					-			
41	Turning	21		Cal	r An	iima	atio	n							1		1				
42	Delayed Car Angling Tracking	1	2	2		G	2	2	2	2	2	2	2	2	2	2	2	2			
43	Zoom Out When Driving	1	1	1		G	1	1	1	1	1	1	1			1	1				
44	Pick Up People	1	1	1		G	1	1	1	1	1	1	1		1	1	1				
45	Risky Driving System	3	2	0	1	G	2	2	2	2	2	0	0		0	0	0				
46	Point System	2	2	1	1	1	2	2	2	2	2	1	1		1	1	1				
47	Time Limit	2	1	1		1	1	1	1	1	1	1	1		1	1	1				
48	Collision Implementation		4	4		H	4	4	4	4	4	4	4		4	4	4				
49	Art ASSSets	2	4	4		н	2	4	4	4	4	4				9	9				
51	Car Animation	1	1	1		1	1	1	1	1	1	1				1					
34															_			-			

	A	В	C	D	E	F	G	н	1	J	K	L	M	N	0	P	Q	R			
1	Days into Project:	5					1	2	3	4	5	6	7	8	9	10	11	12			
2	Days Remaining:	19		-			P	P	P	P	P	Today									
3	Total Hours & Burndown Velocity	,	Est.	Rem.	BDV		07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16	8		
4	Hours Remaining		30	24	1,2		30	29	29	28	28	24	00.0	24.0	00.4	40.0	40.0	40.0			
5	Est. Remaining @ End Date			2.4		-	30.0	28.8	27.6	26.4	25.2	24.0	22.8	21.6	20.4	19.2	18.0	16.8			
7	Remaining Hours By Person	Inti	Est.	Rem.	71	1															
8	Archon		_									_			_		-	1			
9	Henri	36															Ηου	rs			
10	Icarus	50	_				_						_		_					_	
11	Gilbert	37	S	prin	it Ba	ick	log						Ran	l k	Es	t.	Rer	n.	Wkd.	Assn	1
12	-	20			-								-					Г			
13	-	38		AC	cele	rati	on								4		1		5		
14	-	30		Sn	and								4		2		2				
16	35	59	·	Sh	eeu															A	_
17	30	40		Bra	akin	n							1		2		2				
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19		41		Tu	rnin	α							1		2		2				
20	E 16		_	_		3		-		_		_						-			_
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22	g 10	4.2	_	-		• •	1.4.71		ĭ									-			_
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25	0	4.4											4		4					^	
26	9-9-9-1	44	·	PIC	κυ	ρΡ	eop	le							1		1			G	
27	1 X G G E	45		Die) riv	lina	Sva	eton	•			2		2		0		4	G	
28		47		NI3	DRY L		my	Sy	sten				<u> </u>				U			9	_
29	Remaining House By Briesity	46		Poi	int S	lve	tem						2		2		1		1	1 1	
31	Highest Priority		_			,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	.ciii						-		_			-			_
32	rightest riterity	47	'	Tin	ne L	imi	t						2		1		1				
33	Lowest Priority		_										_					-		- <u>.</u>	_
34		48		Co	llisio	on I	mp	lem	enta	itior	า		1		- 4		- 4			H	
33	rouay s Date	40					4 -					-	•					-			_
36	Sprint Backlog	49		Απ	ASS	sse	τs						3		- 4		- 4				
38	Acceleration	50		A I I		ina							2		2		2				
39	Speed	50		AL	DIIV	ing							2							п	_
40	Braking	51		Ca	r ∆n	im	atio	n					4		1		1			1 1	
41	Turning		_	Ju								_								-	_
42	Delayed Car Angling Tracking		2	2		G	2	2	2	2	2	2	2								
43	Zoom Out When Driving		1	1		G		1	1	1	1	1	1			1					
44	Pick Op People	2	2	0	4	6	2	2	2	2	2	1	1		0	0	0				
46	Point System	2	2	1	1	1	2	2	2	2	2	1	1		1	1	1				
47	Time Limit	2	1	1		i	1	1	1	1	1	1	1		1	1	1				
48	Collision Implementation	1	4	4		Ĥ	4	4	4	4	4	4	4		4	4	4				
49	Art Asssets	3	4	4		1	4	4	4	4	4	4	- 4		- 4	- 4	- 4				
50	Al Driving	2	2	2		н	2	2	2	2	2	2	2								
51	Car Animation	1	1	1		1	1	1	1	1	1	1	1								

	A	В	С	D	E	F	G	н	1	J	K	L	M	N	0	P	Q	R			
1	Days into Project:	5		_			1	2	3	4	5	6	7	8	9	10	11	12			
2	Days Remaining:	19					P	P	P	P	P	Today	F	F	F	F	F	F			
3	Total Hours & Burndown Velocity		Est.	Rem.	BDV		07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16			
4	Hours Remaining		30	24	1,2		30	29	29	28	28	24		04.0	00.4	40.0	40.0	40.0			
5	Est. Remaining @ End Date			2.4		-	30.0	28.8	27.6	26.4	25.2	24.0	22	21.6	20.4	19.2	18.0	16.8			
7	Remaining Hours By Person	Inti	Est.	Rem.	71	1								1							
8	Archon		_			-						_			_	1	_	1			
9	Henri	36															Ηου	rs			
10	Icarus	50											_		-					_	127
11	Gilbert	37	S	prin	t Ba	ICK	oq						Ran	k	Es	t.	Rer	n.	Wkd.	Assn	
12		20																Г			
13	-	20		AC	cele	rati	on								4		1		C	A	
15		30		Sn	bod								4		2		2			•	
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17	30	40		Bra	kind	n							1		2		2			Δ	
18	25		_	510	, in the second s	9						_			_		_	-		~	-
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21	a 15	42		Del	aye	d C	ar A	۱ng	ling	Tra	ckii	ng	1		2		2			G	1.1
22	2 10	4.2		7-		.									-			-			
24	Ť 5	43		200	om (Jut	vvn	en	Driv	ing			1		1		1			G	
25	0	11		Die	616	a D	n						4		4		4			C	
26	9.9.9.	44	_	FIC	K U	J	eop	ie									<u> </u>			G	
27	14002	45		Rie	kv ľ)riv	vina	Sve	ston	n			3		2		0		1	G	
28		- 15	_	113	Ky L		ing	Uy.	sten					_	-					<u> </u>	-
29	Remaining Hours By Priority	46		Poi	int S	ivs	tem						2		2		1		1		
31	Highest Priority		_			,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,								_				-			-
32		47		Tim	າe L	imi	t						2		1		1				1.1
33	Lowest Priority			•			-								-		-	-			
34		48		Co	lisio	on I	mp	em	enta	itioi	า		1		- 4		- 4			H	
33	rouay s Date	40		A	A		4-						2								
30	Sprint Backlog	49		Art	ASS	sse	is						3		4		- 4				
38	Acceleration	50			Driv	ina							2		2		2			н	
39	Speed	50	_			ing							2	_	~ ~		~				-
40	Braking	51		Ca	r Δn	ima	atio	n					1		1		1				
41	Turning		-	Uu						-		_	_		<u> </u>	_	<u> </u>			•	_
42	Delayed Car Angling Tracking		2	2		G	2	2	2	2	2	2	2								
43	Pick Up People	1	4	1		6		1	1	1	1	1	1			1					
45	Risky Driving System	3	2	0	1	G	2	2	2	2	2	0	0		0	0					
46	Point System	2	2	1	1	Ū.	2	2	2	2	2	1	1		1	1					
47	Time Limit	2	1	1		i	1	1	1	1	1	1	1		1	1					
48	Collision Implementation	1	4	4		H	4	4	4	4	4	4	- 4		- 4	- 4					
49	Art Asssets	3	4	- 4		1	4	4	4	4	4	4	- 4								
50	Al Driving	2	2	2		н	2	2	2	2	2	2	2								
51	Car Animation	1	1	1		1	1	1	1	1	1	1	1			1					

	A	В	С	D	E	F	G	н	1	J	к	L	м	N	0	Р	Q	R			
1	Days into Project:	5		_			1	2	3	4	5	6	7	8	9	10	11	12			
2	Days Remaining:	19	Fat	Dam	BDV		07.04	07.00	07.00	07.04	07.07	Today	07.00	07.40	07.44	07.44	07.45	07.40			
4	Hours Remaining		20 EST.	24	12		30	20	20	28	28	24	07-09	07-10	07-11	07-14	07-15	07-10	,		
5	Est. Remaining @ End Date		30	24			30.0	28.8	27.6	26.4	25.2	24.0	22	21.6	20	19.2	18.0	16.8			
6	Lot. Remaining & Line Date						00.0	20.0	21.0	20.1	2.0.2			211.0	2.0.	10.2	10.0	10.0			
7	Remaining Hours By Person	Inti	Est.	Rem.	71	1						_		1_		1					_
8	Archon																				1 M
9	Henri	36				1											lou	rs			
10	Gilbort	27	C	nrin	+ Ba	ok							Dan	4	Fe	4	Don	n	Wkd	Accn	
12	Gibert	57	3	prin		ICN	iby						Ran	n.	E 2	ι.	rei	··· _	WYKU.		5
13		38		Ac	cele	rati	ion						1		4		1		5	Δ	
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15	25	39		Sp	eed								1		2		2				
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20	- <u>i</u> 20	41		IU	rnin	g															
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24				200		Jui				mg		_					<u> </u>	-		–	
25	3 3 3 3 1	44		Pic	k Uı	o Po	eop	le					1		1		1			G	
26	-01 -02 -04		_									_	_			_		-			-
27	-	45		Ris	iky [Driv	/ing	Sys	sten	า			3		2		0		1	G	
29				-									-		~			-			
30	Remaining Hours By Priority	46		Po	int S	5yS1	tem						- 2		- 2		1		1		
31	Highest Priority	47	,	Tim			4						2		4						
32		47		111		Imi	τ						2				1				
33	Lowest Priority	48		Col	llieid	nn I	mp	lom	onta	tion	•		4		1		Λ			н	
34	100ay S Late	70	·	00	111310		mp	em	CIILC		•										_
36	roudy o bate	49		Art	Δse	200	ts						3		4		4			1	
37	Sprint Backlog		_	~	7.5.	500							•	_	-		-	-		•	-
3.8	Acceleration	50			Driv	ina							2		2		2			I H	
39	Speed		_	-								_	_		_			-			-
40	Braking	51		Ca	r An	Ima	atio	n					1		1		1				
42	Delayed Car Angling Tracking	1.1	2	2		G	2	2	2	2	2	2	2	2	2	2	2	2			_
43	Zoom Out When Driving	1	1	1		G	1	1	1	1	1	1	1								
44	Pick Up People	1	1	1		G	1	1	1	1	1	1	1								
45	Risky Driving System	3	2	0	1	G	2	2	2	2	2	0	0								
46	Point System	2	2	1	1	1	2	2	2	2	2	1	1					1			
47	Time Limit	2	1	1		1	1	1	1	1	1	1	1					1			
48	Collision Implementation		4	4		н	4	4	4	4	4	4	4					4			
50	Al Driving	2	4	2		н	2	2	2	4	2	2	2								
51	Car Animation	1	1	1		i i	1	1	1	1	1	1	1								

	A	В	С	D	E	F	G	н	1	J	к	L	м	N	0	P	Q	R		
1	Days into Project:	5		_			1	2	3	4	5	6	7	8	9	10	11	12		
2	Days Remaining:	19	Eet	Bam	BDV		07.01	07.02	07.03	07-04	07.07	Today 07-08	07.00	07.10	07.11	07.14	07.15	07.16		
4	Hours Remaining		30	24	12		30	29	29	28	28	24	07-09	07-10	07-11	07-14	07-15	07-10		
5	Est. Remaining @ End Date			2.4			30.0	28.8	27.6	26.4	25.2	24.0	22	21.6	20.	19.2	18.0	16.8		
6																				
7	Remaining Hours By Person	Inti	Est.	Rem.	7	2 -						_		1-		1				
8	Archon	20																		
9	Henri	36				1											HOU	rs		
11	Gilbert	37	S	nrin	t Ba	ackl							Ran	k	Fe	+	Ror	n	Wkd	Acen
12		57	U	pini			Ug						IXan		La	ι.	IVEI	··· _	WAG.	A3311
13		38		Ac	cele	rati	on						1		- 4		1		5	
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23	ੁੱ ਤੋਂ <u>-</u>	43		Zoo	om (Out	Wh	en l	Driv	vina			1		1		1			G
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28		45		RIS	ку і	Jriv	ing	Sys	sten	n			3		2		U		1	G
29		16		Pai	nt C	wet	om						2		2		4		4	
30	Remaining Hours By Priority	40		POI	nt S	ysi	em						2				<u> </u>			
31	Highest Priority	47		Tin		imi	•						2		1		1			
32	Lowest Priority		_				L						~	_	•			-		
34	Lowest Friendy	48		Co	llisio	on l	mp	em	enta	atior	า		1		4		- 4			H
	rouay s Date		_								•	-	_					-		
36		49		Art	Ass	sse	ts						3		- 4		- 4			
37	Sprint Backlog												•		•		0	-		
30	Speed	50			Driv	ing							2		- 2		- 2			H
40	Braking	51		Cal		ime		-					4		4		4			
41	Turning	21		Udi	A													_		
42	Delayed Car Angling Tracking	1	2	2	_	G	2	2	2	2	2	2	2							
43	Zoom Out When Driving	1	1	1		G	1	1	1	1	1	1	1				1			
44	Pick Up People	-	1	1		G	1	1	1	1	1	1	1				1	1		
45	Point System	2	2	1	1	0	2	2	2	2	2	1	1				1	1		
47	Time Limit	2	1	1		i	1	1	1	1	1	1	1				1	1		
48	Collision Implementation	1	4	4		H	4	4	4	4	4	4	4				4	4		
49	Art Asssets	3	4	4		1	4	4	4	4	4	4	- 4							
50	Al Driving	2	2	2		н	2	2	2	2	2	2	2					2		
51	Car Animation	1	1	1		1	1	1	1	1	1	1	1							



		A Dave into E	Broject: 5	С	D	F	G	H	I J	K	L M	N 0	P Q	R 12		
35	Today's Date	•	07-08						P	P	P	P	P	Today	F	F
36	roday s Date	•	01-00		Цоц	-			Stort				1	Today	1	
27	Consist Deaklas		Denk	Eat	Bor		llad	A	07.04	07.0	07.02	07.04	07.07	07.00	07.00	07 40
37	Sprint Backlog		Rank	ESI.	Ren	1. <u>VV</u>	Ka.	Assn	07-01	07-0	2 07-03	07-04	07-07	07-08	07-09	07-10
38	Acceleration	1	1	4	1		5	A	4	3	3	2	2	1	1	1
39	Speed		1	2	2			A	2	2	2	2	2	2	2	2
40	Braking		1	2	2			Α	2	2	2	2	2	2	2	2
41	Turning		1	2	2			Α	2	2	2	2	2	2	2	2
42	Delaved Car	Angling Tracking	1	2	2			G	2	2	2	2	2	2	2	2
43	Zoom Out W	hen Driving	1	1	1			G	1	1	1	1	1	1	1	1
44	Pick Up Peo	ple	1	1	1			G	1	1	1	1	1	1	1	1
45	Risky Drivin	a System	3	2	0		1	G	2	2	2	2	2	0	0	0
46	Point System	n	2	2	1	_	1	I I	2	2	2	2	2	1	1	1
47	Time Limit		2	1	1				1	1	1	1	1	1	1	- 1
48	Collision Im	alementation	4	1				- i		1	1	1	1	-	1	1
40		plementation	2	4	4				4	4	4	4	4	4		-+ ./
49	AILASSELS		3	4	4				4	4	4	4	4	4	4	4
50	Al Driving		2	2	2			н	2	2	2	2	2	2	2	2
51	Car Animatio	on	1	1	1			I	1	1	1	1	1	1	1	1
		32	2	5	4 0.	2	5	5	5 5	5	4 4					
		33 Lowest Priority	3	6	4 0	4	6	6	6 6	6	4 4	4 4	4 4	- 4		
		35 Today's Date	07-08	3			P	Р	P P	P I	oday F	F F	F F	F		
		36 37 Sprint Backlog	Pank	Eet	Hours Rom Wi	d Acer	Start	07-02	07-03 07-0	4 07-07 0	7.08 07.09 0	7-10 7-11	07-14 07-14	07-16		
		38 Acceleration	1	4	1	A	4	3	3 2	2	1	1 1	07-14 07-1	07-10		
		39 Speed	1	2	2	A	2	2	2 2	2	2 2	2 2				
		40 Braking	1	2	2	A	2	2	2 2	2	2 2	2 2	2 2	2		
		41 Turning	1	2	2	A	2	2	2 2	2	2 2	2 2	2 2	2		
		42 Delayed Car Angling Ti	racking	2	2	G	2	2	2 2	2	2 2	2 2	2 2	2		
		43 Zoom Out When Drivin	9			6		1	1 1	1	1	1	1 1	1		
		45 Pick Op People		2	0	6	2	1	2 2	2	0	0	0 0	1		
		45 Point System	3	2	1		2	2	2 2	2	1 1	1 1	1 4	1		
		47 Time Limit	2	1	1		1	1	1 1	1	1	1 1	1 1	1		
		48 Collision Implementation	on 1	4	4	- H	4	4	4 4	4	4 4	4 4	4 4	4		
		49 Art Asssets	3	4	4	- ï	4	4	4 4	4	4 4	4 4	4 4	4		
		50 Al Driving	2	2	2	H	2	2	2 2	2	2 2	2 2	2 2	2		
		51 Car Animation	1	1	1	1	1	1	1 1	1	1 1	1	1 1	1		

		A Dave into P	B Brolect: 5	С	D	E	F	G	H 2	I J	K	L M	N 0	P Q	R 12		
35	Today's Date		07-08							P	P	P	P	P	Today	F	F
36	roddy o Date		01-00		Ц	ouro				Start					roudy		
27	Sprint Booklog		Bank	Eat		Jom		d	Acon	07.04	07.04	07.02	07.04	07.07	07.09	07.00	07.40
37	Sprint Backlog		Rank	ESI.	R	kem.	VVK	<u>a.</u>	ASSI	07-01	07-04	07-03	07-04	07-07	07-08	07-09	07-10
38	Acceleration		1	4	_	1	5		A	4	3	3	2	2	1	1	1
39	Speed		1	2		2			Α	4	2	2	2	2	۷	6	6
40	Braking		1	2		2			Α	2	2	2	2	2	2	2	2
41	Turning		1	2		2			Α	2	2	2	2	2	2	2	2
42	Delayed Car A	nalina Trackina	4	2		2		+	6	2	2	2	2	2	2	2	2
42	Delayeu Cal A			~	_	4		-+	0	4	2	2		2	~		<u> </u>
43	Zoom Out Whe	en Driving	1	1	_	1			G	1	1	1	1	1	1	1	1
44	Pick Up Peopl	e	1	1		1			G	1	1	1	1	1	1	1	1
45	Risky Driving	System	3	2		0	1		G	2	2	2	2	2	0	0	0
46	Point System		2	2		1	1		1	2	2	2	2	2	1	1	1
47	Time Limit		2	1		1		-		1	1	1	1	1	1	1	1
10	Collision Impl	montotion		4				-+	<u>.</u>		4	1	4	4		1	1
40	Collision impli	ementation		4	_	4			<u> </u>	4	4	4	4	4	4	4	4
49	Art Asssets		3	4	_	4				4	4	4	4	4	4	4	4
50	Al Driving		2	2		2			н	2	2	2	2	2	2	2	2
51	Car Animation	1	1	1		1				1	1	1	1	1	1	1	1
	3	2 migneat monty	2	5	4	0.0		5	5	5 5	5	4	4 4	6 6	4		
	3	3 Lowest Priority	3	6	4	0.4		6	6	6 6	6	4 4	4 4	4 4			
		4 5 Todav's Date	07-08			_			P	P P	P	dav		F F	F		
	3	6			Hours			Start									
	3	7 Sprint Backlog	Rank	Est.	Rem.	Wkd,	Assn	07-01	07-02 0	7-03 07-04	07-07 07	-08 07-09 0	7-10 7-11	07-14 07-15	5 07-16		
	3	9 Speed		2	2		Â	2	2	2 2	2	2 2	2 2	2 2	2		
	4	0 Braking	1	2	2		Â	2	2	2 2	2	2 2	2 2	2 2	2		
	4	1 Turning	1	2	2		A	2	2	2 2	2	2 2	2 2				
	4	2 Delayed Car Angling Tr	racking	2	2		G	2	2	2 2	2	2 2	2 2				
	4	3 Zoom Out When Drivin	g 1	1	1		G	1	1	1 1	1	1 1	1 1				
	4	4 Pick Up People	1	1	1		G	1	1	1 1	1	1 1	1 1	1 1	1		
	4	5 Risky Driving System	3	2	0	1	G	2	2	2 2	2	0 0	0 0	0 0	0		
	4	6 Point System	2	2	1	1		2	2	2 2	2	1	1	1 1	1		
	4	/ Time Limit	2	1	1	<u> </u>		1	1	1 1	1	1	1	1 1	1		
	4	Art Accepts		4	4	<u> </u>	H	1	4	4 4	4	4 4	-	4 4	4		
	4	0 Al Driving	2	4	2	<u> </u>	H	2	2	2 2	2	2	2 2	2 2			
	5	1 Car Animation	- 1	1	1		1 I	1	1	1 1	1	1 1	1 1	1 1	1		

		1	A Dave into B	B Troject: 5	С	D	E	F	G	Н 2	I .	J	K L	M 7	N 0	P Q	R 12		
35	Today's Dat	e		07-08		-					P		Р	P	P	P	Today	F	F
36	rouuy o but	Č		01 00			Joure				Sta	-					roudy		
27	Sprint Bookley	~		Bank	Eat		Dom		d	A	07.0	4	07.02	07.02	07.04	07.07	07.09	07.00	07.40
37	Sprint Backlog	9		Rank	ESL		Rem.	VVK	<u>a</u> .	Assi	07-0	11	07-02	07-03	07-04	07-07	07-08	07-09	07-10
38	Acceleration	า		1	4	_	1	5		<u> </u>	4		3	3	2	2	1	1	1
39	Speed			1	2		2			Α	4	_	2	2	2	2	۷	6	6
40	Braking			1	2		2			Α			2	2	2	2	2	2	2
41	Turning			1	2		2			Α			2	2	2	2	2	2	2
42	Dolayod Car		ing Tracking	4	2		2		\rightarrow	6			2	2	2	2	2	2	2
42	Delayeu Cal				4	_	4		\rightarrow	-0-	1	-	2	2	2	2	~ ~		<u> </u>
43	Zoom Out W	nen I	Driving		1	_	1			G	1		1	1	1	1	1	1	1
44	Pick Up Peo	ple		1	1		1			G	1		1	1	1	1	1	1	1
45	Risky Drivin	g Sys	stem	3	2		0	1		G	2		2	2	2	2	0	0	0
46	Point Syster	m		2	2		1	1			2		2	2	2	2	1	1	1
47	Time Limit			2	1		1		-	-i-	1		1	1	1	1	1	- 1	1
10	Collision Im		ntotion		-	-	-		\rightarrow	<u>.</u>		_	4	1	1			4	1
48	Collision im	pieme	entation		4	_	4			<u> </u>	4		4	4	4	4	4	4	4
49	Art Asssets			3	4		4				4		4	4	4	4	4	- 4	- 4
50	Al Driving			2	2		2			н	2		2	2	2	2	2	2	2
51	Car Animati	on		1	1		1				1		1	1	1	1	1	1	1
		32	ingnest Friority	2	5	4	0.0		5	5	5	5	5 4	10	6 6	4 4	10		
		33 1	Lowest Priority	3	6	4	0.4		6	6	6 (6	6 4	4	4 4				
		34	Today's Date	07-0	8	_	-			P	p i		P	U F		E E	E		
		36	rouay a Date	01-0		Hour	rs		Start	<u> </u>			TOUL						
		37 Sp	rint Backlog	Ran	Est.	Ren	n. Wkd.	Assn	07-01	07-02	07-03 07	-04	07-07 07-0	8 07-09 07	-10 7-11	07-14 07-15	07-16		
		30 /	Speed		2	2	0		2	2	2 2	2	2 2	2	2 2	2 2	2		
		40	Braking		2	2		Â	2	2	2 3	2	2 2	2	2 2	2 2	2		
		41 1	Turning	1	2	2		A	2	2	2	2	2 2	2	2 2	2 2	2		
		42 [Delayed Car Angling Tr	acking	2	2		G	2	2	2 3	2	2 2	2	2 2				
		43 2	Zoom Out When Driving	g 1	1	1		G	1	1	1 1	1	1 1	1	1 1				
		44	Pick Up People	1	1	1		G	1	1	1 1	1	1 1	1	1 1		1		
		45	Risky Driving System	3	2	0	1	G	2	2	2 2	2	2 0	0	0	0 0	0		
		46	Point System	2	2	1	1	1	2	2	2 :	2	2 1	1	1 1	1 1	1		
		47 1	Time Limit	2	1	1			1	1	1 1	1	1 1	1	1	1 1	1		
		48 (Collision Implementatio	on 1	4	4		н	4	4	4 4	÷	4 4	4	- <u>-</u>	4 4	4		
		49 /	Art Asssets	3	4	4			4	4	9 4	•	4 4	9	9 00 1	4 4 0 0	9		
		51 0	Car Animation	1	1	1	-	- î	1	1	1	1	1 1	1	1 1	1 1	1		

		1	A Dave into P	B Troject: 5	С	D	E	F	G	H 2	1	J	K 5	L M	N 0	P Q	R 12		
35	Today's Dat	۵		07-08							P)	P	P	P	P	Today	F	F
36	roudy 5 Dut	v		01-00			loure				Ct-	art	1				roudy		
27	Sprint Bookley	-		Bank	Eat		Dom		d	A	07	01	07.02	07.02	07.04	07.07	07.09	07.00	07.40
37	Sprint Backlog	9		Rank	ESI.		kem.	VVK	<u>a</u> .	ASSI	07-	01	07-04	07-03	07-04	07-07	07-08	07-09	07-10
38	Acceleration	า		1	4	_	1	5		<u> </u>	4	•	3	3	2	2	1	1	1
39	Speed			1	2		2			Α	1	-	4.	2	2	2	۷	6	6
40	Braking			1	2		2			Α				2	2	2	2	2	2
41	Turning			1	2		2			Α				2	2	2	2	2	2
42	Delayed Car	Angling	Tracking	1	2		2		\rightarrow	6		E		2	2	2	2	2	2
42	Delayeu Cal				4	-	4		\rightarrow	-0-				2			~ ~		<u> </u>
43	Zoom Out W	nen Dri	ving		1	_	1			G	1		1	1	1	1	1	1	1
44	Pick Up Peo	ple		1	1		1			G	1		1	1	1	1	1	1	1
45	Risky Drivin	g Syste	m	3	2		0	1		G	2	2	2	2	2	2	0	0	0
46	Point Syster	n		2	2		1	1		1	2		2	2	2	2	1	1	1
47	Time Limit			2	1		1				1		1	1	1	1	1	1	1
10	Collision Im	nlomont	ation		-	_			\rightarrow	_ <u>.</u>			4	1	1	1		1	1
40	Collision im	plement	ation		4	_	4			<u> </u>	4		4	4	4	4	4	4	4
49	Art Asssets			3	4	_	4				4	•	4	4	4	4	4	4	4
50	Al Driving			2	2		2			н	2		2	2	2	2	2	2	2
51	Car Animati	on		1	1		1			- I	1		1	1	1	1	1	1	1
		32	estrionty	2	5	4	0.2	_	5	5	5	5	5	4	10 10 I	4 6	4		
		33 Lowe	est Priority	3	6	4	0.4		6	6	6	6	6	4	4 4	4 4			
		34 35 Toda	v's Date	07-0	R	_	_	_		P	P	P	P 10	tav F		F F	F		
		36	y o Date			Hour	8		Start										
		37 Sprint	Backlog	Rani	Est.	Rem	. <u>Wkd</u>	Assn	07-01	07-02	07-03 0	7-04	07-07 07	-08 07-09 0	7-10 7-11	07-14 07-15	07-16		
		39 Spee	d		2	2		Â	2	2	2	2	2	2 2	2 2	2 2	2		
		40 Brak	ing	1	2	2		Â	2	2	2	2	2	2 2	2 2	2 2	2		
		41 Turni	ing	1	2	2		A	2	2	2	2	2	2 2	2 2				
		42 Delay	yed Car Angling Tr	acking 1	2	2		G	2	2	2	2	2	2 2	2 2				
		43 Zoon	n Out When Driving	9 1	1	1		G	1	1	1	1	1	1 1	1 1				
		44 Pick	Up People	1	1	1		G	1	1	1	1	1	1 1	1 1	1 1	1		
		45 Risky	y Driving System	3	2	0	1	G	2	2	2	2	2	0	0 0	0 0	0		
		46 Point	t System	2	2	1	1		2	2	2	2	2	1 1	1	1 1	1		
		47 Time	Limit	2	1	1			1	1	1	1	1	1	1	1 1	1		
		48 Collis	sion implementatio		4	4		H		4	4	4	4		-	4 4	4		
		50 ALD	iving	2	4	2		H	2	2	2	9	2	2 2	2 2	4 4	2		
		51 Car A	Animation	1	1	1	-		1	1	1	1	1	1 1	1 1	1 1	1		

	A Dave into I	Broject: 5	с	D	E	F (С Н 1. 2	I J	K L	M 7	N 0	P Q	R 12		
35	Today's Date	07-08						P	P	P	P	P	Today	F	F
36	Today 5 Date	01-00		He	JURG			Start					roday		
27	Sprint Backlog	Dank	Ect			Mkd	Acor	07.01	07.02	07.02	07.04	07.07	07.09	07.00	07.10
37		Rank	ESI.	R		VVKQ.	ASSI	07-01	07-02	07-03	07-04	07-07	07-00	07-09	07-10
38	Acceleration		4	_	1	5	A	4	3	3	Z	Z	1		
39	Speed	1	2		2		A		6	۷.	4	۷.	۷		
40	Braking	1	2		2		A			2		2	2	2	2
41	Turning	1	2		2		A			2		2	2	2	2
42	Delayed Car Angling Tracking	1	2		2		G			2		2	2	2	2
43	Zoom Out When Driving	1	1		1		G	1	1	1	1	1	1	1	1
44	Pick Up People	1	4		1			4	1	1	1	1	1		4
44	Pick op Feople			_	<u> </u>	-				1	1	1		1	0
45	Risky Driving System	3	2	_	U	1	G	2	2	2	2	2	0	0	0
46	Point System	2	2		1	1		2	2	2	2	2	1	1	1
47	Time Limit	2	1		1			1	1	1	1	1	1	1	1
48	Collision Implementation	1	4		4		н	4	4	4	4	4	4	4	4
49	Art Asssets	3	4		4			4	4	4	4	4	4	4	4
50	Al Driving	2	2		2		H	2	2	2	2	2	2	2	2
51	Car Animation		1		4		+ ;;	4	1	1	1	1	1	1	
51	Cal Animation				0.0		0 10	10 17					1.0		
	32 33 Lowest Priority	2	5	4	0.2		5 5	5 5	5 4						
	34			_											
	35 Today's Date 36	07-0	5	Hours		St	art	PP	Toda	JY			- i -		
	37 Sprint Backlog	Rani	Est.	Rem.	Wkd,	Assn 07	-01 07-02	07-03 07-04	07-07 07-0	8 07-09 07	-10 7-11	07-14 07-15	07-16		
	38 Acceleration		4	1	5	A (3	3 2	2 1	1	1 1	1 1	1		
	40 Braking		2	2		A	2 2	2 2	2 2	2	2 2	2 2	2		
	41 Turning		2	2			2 2	2 2	2 2	2	2 2	2 2	2		
	42 Delayed Car Angling T	racking	2	2		G	2 2	2 2	2 2	2	2 2	2 2	2		
	43 Zoom Out When Drivin	g 1	1	1		G	1 1	1 1	1 1	1	1 1				
	44 Pick Up People	1	1	1		G	1 1	1 1	1 1	1	1 1				
	45 Risky Driving System	3	2	0	1	G :	2 2	2 2	2 0	0	0 0	0 0	0		
	46 Point System	2	2	1	1	1 3	2 2	2 2	2 1	1	1 1	1 1	1		
	47 Time Limit	2	1	1			1	1 1	1 1	1	1	1 1	1		
	48 Collision Implementati	on 1	4	4		н	4	4 4	4 4	4		4 4	4		
	49 Art Asssets	- 3	4	2		H	4	4 4 2 2	2 2		2 0	9 9			
	51 Car Animation	1	1	1		i i	1 1	1 1	1 1	1	1	1 1	1		

		A Dave into I	Broject: 5	С	D	E	F	G	H 2	3	J	K L	M 7	N 0	P Q	R 12			
35	Today's Dat	A	07-08							P		P	P	P	P	Today	F	F	ĺ
36	roday o Dat		01-00		Ц	oure				Sta	-					roudy			l
27	Sprint Bookley	_	Denk	Eat		Jom	10/160	4	A	07 (14	07.02	07.02	07.04	07.07	07.09	07.00	07.40	l
37	Sprint Backlog	g	Rank	ESL	. R	em.	VVKC	<u>u.</u> /	ASSI	07-0	1	07-02	07-03	07-04	07-07	07-08	07-09	07-10	
- 38	Acceleration	n	1	4	_	1	5	_	<u>A</u>	4		3	3	2	2	1	1	1	
39	Speed		1	2		2			Α	4		6.	2	4	2	-	6	6	l
40	Braking		1	2		2			Α				2		2		2		
41	Turning		1	2		2			Α				2		2		2	2	ĺ
12	Delayed Car	Analina Trookina		2		2		+	6				2		2		2	2	i
42	Delayeu Cal				_	4		\rightarrow	0			-	2		2	-	<u> </u>	<u> </u>	i
43	Zoom Out W	When Driving	1	1	_	1			G	1		1	1	1	1	1	1	1	ŀ
44	Pick Up Pec	ple	1	1		1			G	1		1	1	1	1	1	1		
45	Risky Drivin	ng System	3	2		0	1		G	2		2	2	2	2	0	0		
46	Point Syster	m	2	2		1	1		1	2		2	2	2	2	1	1	1	ĺ
17	Time Limit		2			4		+		4		1	1	1	1	1	4	4	ĺ
47			2		_	-		\rightarrow	<u>.</u>		_	-					4	4	i
48	Collision Im	plementation		4	_	4		_	н	4		4	4	4	4	4	4	4	ŀ
49	Art Asssets		3	4		4				4		4	4	4	4	4	- 4		
50	Al Driving		2	2		2			н	2		2	2	2	2	2	2		
51	Car Animati	on	1	1		1			1	1		1	1	1	1	1	1	1	ĺ
	our / minut	Thyneat Frionty				0.0		10	10							1.0			i
		32 33 Lowest Priority	2	6	4	0.2		5	6	6	6	5 4 6 4							
		34 35 Te deude Dete	07.0					0						-					
		35 Today's Date	07-0	5	Hours			Start	P	P		lodi	57	in the	- F - F				
		37 Sprint Backlog	Rani	Est.	Rem.	Wkd,	Assn (07-01	07-02	07-03 07	-04 (07-07 07-0	8 07-09 0	7-10 7-11	07-14 07-15	07-16			
		38 Acceleration		4	1	5	A	4	3	3	2	2 1	2	1 0	1 1	1			
		40 Braking		2	2	<u> </u>		2	2	2	2	2 2	2	2 2	2 2	2			
		41 Turning		2	2	<u> </u>	Â	2	2	2	2	2 2	2	2 2	2 2	2			
		42 Delayed Car Angling T	racking	2	2		G	2	2	2	2	2 2	2	2 2	2 2	2			
		43 Zoom Out When Drivin	ig 1	1	1		G	1	1	1	1	1 1	1	1 1					
		44 Pick Up People	1	1	1		G	1	1	1	1	1 1	1	1 1					
		45 Risky Driving System	3	2	0	1	G	2	2	2	2	2 0	0	0 0	0 0	0			
		46 Point System	2	2	1	1	1	2	2	2	2	2 1	1	1 1	1 1	1			
		47 Time Limit	2	1	1			1	1	1	1	1 1	1	1					
						<u> </u>	<u> </u>												
		48 Collision Implementati	on 1	4	4		H	4	4	4	4	4 4	4	4 4	4 4	4			
		48 Collision Implementati 49 Art Asssets	on 1	4	4		H	4	4	4	4	4 4 4	4	4 4	4 4	4			

I		A	В	С	D	Ε	F	G	н	1	J	K	L	м	N	0	Р	Q	R
	1	Days into Project:	5					1	2	3	4	5	6	7	8	9	10	11	12
ir.	-	Duyo Romannig.	10		-		-										1	F	F
ŀ	3	Total Hours & Burndown Velocity	/	Est.	Rem.	BDV		07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	7-14	07-15	07-16
	4	Hours Remaining		30	24	1.2		30	29	29	28	28	24	00.0	24.0	20.4	40.0	40.0	40.0
	5	Est. Remaining @ End Date			2.4			30.0	28.8	27.6	26.4	25.2	24.0	22.8	21.6	20.4	19.2	18.0	16.8
	7	Remaining Hours By Person	Inti	Fet	Rem	BDV	-										÷		
	8	Archon	4	10	7	0.6		10	9	9	8	8	7	7	7	7	17	7	7
	9	Henri	Ĥ	6	6	0.0		6	6	6	6	6	6				10		
	10	learus	- ï	8	7	0.2		8	8	8	8	8	7				1		
	11	Gilbert	G	6	4	0.4		6	6	6	6	6	4				14		
	12				-	0.4							- 1				-		0
1	13						В	urndov	vn Cha	art							-		0
	14						_												0
	15	35																	0
	16	55																	0
	17	30		-														-	0
ų,	18	g 25																-	0
	19	<u>i</u> 20				_												_	0
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d,	25		្ទ	ຊ່ຊ່	ຊ່ຊ	3 3	្ន	ຊ່ຊ່	ຊີຊ	ឡ ឡ	ំឡ ំឡ	្នេះ	3 3	ຊີຊີ	3 3	3 3	ં સંક્ર	÷	0
ł	20	2 2 2 2 2	-6	9 8	6 6	÷ 5	÷	÷ ÷	16 17	÷ ÷	20	ŝ i	.24	25 26	-28	28 8	3 0	2	0
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d,					-														
ſ	30	Remaining Hours By Priority		Est.	Rem.	BDV													
	31	Highest Priority	1	19	16	0.6		19	18	18	17	17	16				16		
	32		2	5	4	0.2		5	5	5	5	5	- 4				4		
	33	Lowest Priority	3	6	- 4	0.4		6	6	6	6	6	- 4	- 4	- 4	- 4	4		
7	35	Today's Date	07-08	_	-	_	_	P	P	P	P	P	Today	1	1	1	-		
	36				Hours			Start											
	37	Sprint Backlog	Rank	Est.	Rem.	Wkd,	Assn	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16
	38	Acceleration	1	4	1	5	Α	4	3	3	2	2	1	1					
	39	Speed	1	2	2		A	2	2	2	2	2	2	2					
	40	Braking	1	2	2		A	2	2	2	2	2	2	2					
	41	Turning	1	2	2		A	2	2	2	2	2	2	2					
	42	Delayed Car Angling Tracking	1	2	2		G	2	2	2	2	2	2	2					
	43	Zoom Out When Driving	1	1	1		G	1	1	1	1	1	1	1					
	44	Pick Up People	1	1	1		G	1	1	1	1	1	1	1					
	45	Risky Driving System	3	2	0	1	G	2	2	2	2	2	0	0					
	46	Point System	2	2	1	1	1	2	2	2	2	2	1	1					
	47	Time Limit	2	1	1		1	1	1	1	1	1	1	1					
	48	Collision Implementation	1	4	4		н	4	4	4	4	4	4	- 4					
	49	Art Asssets	3	4	4		1	4	4	4	4	4	4	- 4					
	50	Al Driving	2	2	2		H	2	2	2	2	2	2	2					
- 1	51	Car Animation		1	1			1	1	1	1	1	1	1					

		A		В	C	D	E	F	G	н	1	J	K	L	м	N	0	Р	Q	R			
	1	Days inte	o Project:	5					1	2	3	4	5	6	7	8	9	10	11	12			
	3	Total Hours & Burndow	vn Velocity	/	Est.	Rem.	BDV	-	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	7-14	07-15	07-16			
	4	Hours Remaining	vi Date		30	24	1.2		30	29	29	28	28	24	22.8	21.6	20.4	10.2	18.0	16.8			
	6	Est. Keinaining @ Ei	lu Date			2.4			30.0	20.0	27.0	20.4	20.2	24.0	22.0	21.0	20.4	15.2	10.0	10.0			
	7	Remaining Hours By P	erson	Inti	Est.	Rem.	BDV		10	0	0	0	0	7		-7	7		- 7	- 2			
	9	Henri		Ĥ	6	6	0.0		6	6	6	6	6	6	6	-6	. 6	100	6	6			
1	Days	into Project:	5								1		2	3		4	5	;	6	7	7	8	9
2	Days	s Remaining:	19														P		Toda	y F	-		F
3	Total Hours & Burn	down Velocity	/	E	st.	Rem	I. B	BDV			07-01	07	'-02	07-0	3 0	7-04	07-	07	07-08	B 07-	-09	07-10	07-11
4	Hours Remaining	1		3	30	24	1	1.2			30	2	29	29		28	28	8	24				
5	Est. Remaining @	End Date				2.4					30.0	2	8.8	27.6	3 2	26.4	25	.2	24.0	22	2.8	21.6	20.4
6																							
7	Remaining Hours B	By Person	Intl	E	st.	Rem	I. B	BDV															
8	Archon		Α	1	10	7	(0.6			10		9	9		8	8	3	7		7		7
9	Henri		н		6	6					6		6	6		6	6	5	6		6		6
10	Icarus		1		8	7	(0.2			8		8	8		8	8	3	7		7		7
11	Gilbert		G		6	4	(0.4			6		6	6		6	6	;	4	4	4	4	4

				-														
30	Remaining Hours By Priority	_	Est.	Rem.	BDV	_	_		_	_			_	_	_			
31	Highest Priority	1	19	16	0.6		19	18	18	17	17	16				16		
32		2	5	4	0.2		5	5	5	5	5	- 4				4		
33	Lowest Priority	3	6	- 4	0.4		6	6	6	6	6	- 4				4		
- 21			_	-							_			-				
35	Today's Date	07-08					P	P	P	P	P	Today	1	F	F	F	F	E.
36				Hours			Start											
37	Sprint Backlog	Rank	Est.	Rem.	Wkd,	Assn	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16
38	Acceleration	1	4	1	5	A	4	3	3	2	2	1	1					
39	Speed	1	2	2		A	2	2	2	2	2	2	2					
40	Braking	1	2	2		Α	2	2	2	2	2	2	2					
41	Turning	1	2	2		A	2	2	2	2	2	2	2					
42	Delayed Car Angling Tracking	1	2	2		G	2	2	2	2	2	2	2					
43	Zoom Out When Driving	1	1	1		G	1	1	1	1	1	1	1					
44	Pick Up People	1	1	1		G	1	1	1	1	1	1	1					
45	Risky Driving System	3	2	0	1	G	2	2	2	2	2	0	0					
46	Point System	2	2	1	1	1	2	2	2	2	2	1	1					
47	Time Limit	2	1	1		1	1	1	1	1	1	1	1					
48	Collision Implementation	1	4	- 4		н	4	4	4	4	4	4	- 4 -					
49	Art Asssets	3	4	- 4		1	4	4	4	4	4	4	- 4					
50	Al Driving	2	2	2		н	2	2	2	2	2	2	2					
51	Car Animation	1	1	1		1	1	1	1	1	1	1	1					

	A		В	С	D	E	F	G	н	1	J	K	L	м	N	0	Р	Q	R			
	1 Days	nto Project:	5					1	2	3	4	5	6	7	8	9	10	11	12			
	3 Total Hours & Burne	own Velocit	y	Est.	Rem.	BDV	-	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	17-14	07-15	07-16			
	4 Hours Remaining	End Date		30	24	1.2		30.0	29 28.8	29 27.6	28	28	24	22.8	21.6	20.4	19.2	18.0	16.8			
	7 Remaining Hours By 8 Archon	Person	Inti A	Est. 10	Rem. 7	BDV 0.6		10	9	9	8	8	7	7	7	7	7	7	7			
	9 Henri		н	6	6			6	6	6	6	6	6	6	-6	6	8	6	6			
1	Days into Project	: 5								1		2	3		4	5	5	6	7	7	8	9
2	Days Remaining	: 19														P		Toda	y F	-		F
3	Total Hours & Burndown Veloc	ity	E	st.	Ren	1. B	DV			07-01	07	′-02	07-0	3 0	7-04	07-	07	07-08	B 07-	-09	07-10	07-11
4	Hours Remaining		1	30	24	1	.2			30	2	29	29		28	28	В	24				
5	Est. Remaining @ End Date				2.4					30.0	2	8.8	27.6	3 2	26.4	25	.2	24.0	22	2.8	21.6	20.4
6																						
7	Remaining Hours By Person	Intl	E	st.	Ren	n. B	DV															
8	Archon	Α		10	7	0).6			10		9	9		8	8	3	7		7		7
9	Henri	н		6	6					6		6	6		6	6	5	6		6		6
10	Icarus	I		8	7	0).2			8		8	8		8	8	3	7		7		7
11	Gilbert	G		6	4	0).4			6		6	6		6	6	;	4	2	4	4	4

			_															
30	Remaining Hours By Priority		Est.	Rem.	BDV													
31	Highest Priority	1	19	16	0.6		19	18	18	17	17	16				16		
32		2	5	4	0.2		5	5	5	5	5	- 4				4		
33	Lowest Priority	3	6	- 4	0.4		6	6	6	6	6	- 4				4		
- 21				-														
35	Today's Date	07-08					P	P	P	P	P	Today	1	F	F	F	F	E.
36				Hours			Start											
37	Sprint Backlog	Rank	Est.	Rem.	Wkd,	Assn	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16
38	Acceleration	1	4	1	5	A	4	3	3	2	2	1	1					
39	Speed	1	2	2		A	2	2	2	2	2	2	2					
40	Braking	1	2	2		A	2	2	2	2	2	2	2					
41	Turning	1	2	2		Α	2	2	2	2	2	2	2					
42	Delayed Car Angling Tracking	1	2	2		G	2	2	2	2	2	2	2					
43	Zoom Out When Driving	1	1	1		G	1	1	1	1	1	1	1					
44	Pick Up People	1	1	1		G	1	1	1	1	1	1	1					
45	Risky Driving System	3	2	0	1	G	2	2	2	2	2	0	0					
46	Point System	2	2	1	1	1	2	2	2	2	2	1	1					
47	Time Limit	2	1	1		1	1	1	1	1	1	1	1					
48	Collision Implementation	1	4	4		н	4	4	4	4	4	4	- 4 -					
49	Art Asssets	3	4	- 4		1	4	4	- 4	4	4	4	- 4					
50	AI Driving	2	2	2		н	2	2	2	2	2	2	2					
51	Car Animation	1	1	1		1	1	1	1	1	1	1	1					

		A		В	с	D	E	F	G	н	1	J	к	L	м	N	0	Р	Q	R			
	1	Days int	o Project:	5					1	2	3	4	5	6	7	8	9	10	11	12			
	3	Total Hours & Burndon	wn Velocity	10	Est.	Rem.	BDV		07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	7-14	07-15	07-16			
	4 5	Hours Remaining Est. Remaining @ E	nd Date		30	24 2.4	1.2		30 30.0	29 28.8	29 27.6	28 26.4	28 25.2	24 24.0	22.8	21.6	20.4	19.2	18.0	16.8			
	6 7	Remaining Hours By P	erson	Inti	Est.	Rem.	BDV	100	40	0	0	0		-		~	~	Ŀ					
	8	Archon		н	10	6	0.6		6	6	9	6	6	6				- C					
1	Days	s into Project:	5								1		2	3		4	5	5	6		7	8	9
2	Day	s Remaining:	19														F		Toda	у			F
3	Total Hours & Bur	ndown Velocity	y	E	st.	Ren	1. I	BDV			07-01	07	/-02	07-0	3 0	7-04	07-	·07	07-0	8 07	-09	07-10	07-11
4	Hours Remainin	g		1	30	24		1.2			30	2	29	29		28	2	8	24				
5	Est. Remaining	@ End Date				2.4					30.0	2	8.8	27.6	6 2	26.4	25	.2	24.0	22	2.8	21.6	20.4
6																							
7	Remaining Hours	By Person	Inti	E	st.	Ren	n. I	BDV															
8	Archon		Α		10	7		0.6	< ,		10		9	9		8	8	3	7				7
9	Henri		н		6	6					6		6	6		6	6	5	6				6
10	Icarus		I		8	7		0.2			8		8	8		8	8	3	7				7
11	Gilbert		G		6	4		0.4			6		6	6		6	6	5	4		4	4	4

30	Remaining Hours By Priority		Est.	Rem.	BDV													
31	Highest Priority	1	19	16	0.6		19	18	18	17	17	16				16		
32		2	5	- 4	0.2		5	5	5	5	5	- 4				4		
33	Lowest Priority	3	6	- 4	0.4		6	6	6	6	6	- 4				4		
-21				_								_						
35	Today's Date	07-08					P	P	P	P	P	Today	F	F	F			
36				Hours			Start											
37	Sprint Backlog	Rank	Est.	Rem.	Wkd.	Assn	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16
38	Acceleration	1	4	1	5	A	4	3	3	2	2	1	1					
39	Speed	1	2	2		A	2	2	2	2	2	2	2					
40	Braking	1	2	2		A	2	2	2	2	2	2	2					
41	Turning	1	2	2		A	2	2	2	2	2	2	2					
42	Delayed Car Angling Tracking	1	2	2		G	2	2	2	2	2	2	2					
43	Zoom Out When Driving	1	1	1		G	1	1	1	1	1	1	1					
44	Pick Up People	1	1	1		G	1	1	1	1	1	1	1					
45	Risky Driving System	3	2	0	1	G	2	2	2	2	2	0	0					
46	Point System	2	2	1	1	1	2	2	2	2	2	1	1					
47	Time Limit	2	1	1		1	1	1	1	1	1	1	1					
48	Collision Implementation	1	4	4		н	4	4	4	4	4	4	- 4					
49	Art Asssets	3	4	4		1	4	4	4	4	4	4	- 4					
50	Al Driving	2	2	2		н	2	2	2	2	2	2	2					
51	Car Animation	1	1	1		1	1	1	1	1	1	1	1					

		A		В	C	D	Ε	F	G	н	1	J	K	L	м	N	0	Р	Q	R				
	1	Days int	to Project:	5					1	2	3	4	5	6	7	8	9	10	11	12				
	-	Total Hours & Burndon	Welecit		Eet	Bam	BDV	,	07.01	07.02	07.03	07.04	07.07	07.08	07.00	07.10	07.11	7.14	07.15	07.16				
		Hours Remaining	WII VEIOCIL	y	30	24	1.2		30	29	29	28	28	24	07-09	07-10	07-11	1.14	07-15	07-10				
		Est. Remaining @ E	nd Date			2.4			30.0	28.8	27.6	26.4	25.2	24.0	22.8	21.6	20.4	19.2	18.0	16.8				
		Demaining Hours Du	Jaman	lati	Eat	Dom	DDV	,						_	_									
		Archon	rerson	A	10 Est.	Rem.	0.6	100	10	9	9	8	8	7	7	7	7	1.2	7	7				
-		Henri	_	Ĥ	6	6	0.0		6	6	6	6	6	6	6	-6	6	i in	6	6	-			ų
1	Day	s into Project:	5								1		2	3		4	5	5	6		7	8	9	ī
2	Da	ve Remaining:	10								Þ		D	D		Þ		>	Toda	21/	E	F	F	+
2	Total Hours & Bu	rndown Velocit	13	E	et	Dom		BUA			07_01	07	-02	07-0	3 0	7-04	07	07	07-0	8 (17_00	07-10	07-11	ė
5			y		.σι.	I Cell		d O			07-01	01	-02	07-0	5 0	00	07-	-07	07-0		51-03	07-10	07-11	٣
4	Hours Remaini	ng			30	24		1.2			30	2	29	29		28	20	8	24	_				4
5	Est. Remaining	@ End Date				2.4					30.0	28	8.8	27.6	5 2	26.4	25	.2	24.0)	22.8	21.6	20.4	
6																								
7	Remaining Hours	By Person	Intl	E	st.	Rem	1.	BDV																
8	Archon		Α	1	10	7		0.6	< .	-	10		9	9		8	8	3	7					Τ
9	Henri		н		6	6				_	6		6	6		6	6	3	6		6	6	6	Ť
10	Icarus		i.		8	7		02			8		8	8		8	8	2	7		7	7	7	†
11	Gilbert		Ġ		6	Å		0.4			6	-	6	6		6	6	\$	Å		7	1	1	+
	Gilbert	_	0		•		_	0.4			0	_	0	0		0		,		_	17	-7	-7	+
	2	8			_			_	_				_	_				_	_	0				
	13	Remaining Hours By F	Priority		Est.	Rem.	BDV	/																
	3	Remaining Hours By F Highest Priority	Priority	1	Est. 19	Rem. 16	BDV 0.6	1	19	18	18	17	17	16	16	16	16	16	16	16				
	3	0 Remaining Hours By F 1 Highest Priority 2	Priority	2	Est. 19 5	Rem. 16 4	BDV 0.6 0.2	,	19 5	18 5	18 5	17 5	17 5	16 4	16 4	16	16	16	16	16				
	33	0 Remaining Hours By F 1 Highest Priority 2 3 Lowest Priority	Priority	1 2 3	Est. 19 5 6	Rem. 16 4 4	BDV 0.6 0.2 0.4		19 5 6	18 5 6	18 5 6	17 5 6	17 5 6	16 4 4	16 4 4	16 4 4	16 4 4	16 4 4	16 4 4	16 4 4				
		0 Remaining Hours By F 1 Highest Priority 2 3 Lowest Priority 5 Today's Date	Priority	1 2 3 07-08	Est. 19 5 6	Rem. 16 4 4	BDV 0.6 0.2 0.4		19 5 6	18 5 6	18 5 6	17 5 6	17 5 6	16 4 4	16 4 4	16 4 4	16 4 4	16 4 4	16 4 4	16 4 4				ļ
30	Remaining Hours	Remaining Hours By F Highest Priority Lowest Priority Today's Date By Priority	Priority	1 2 3 07-08	Est. 19 5 6 St.	Rem. 16 4 4 Rem	BDV 0.6 0.2 0.4	BDV	19 5 6	18 5 6	18 5 6	17 5 6	17 5 6	16 4 4 Today	16 4 4	16 4 4	16 4 4	16 4 4	16 4 4	16 4 4		_		ì
30 31	Remaining Hours	Remaining Hours By F Highest Priority Lowest Priority Lowest Priority Today's Date By Priority	Priority	1 2 3 07-08 E	Est. 19 5 6 St.	Rem. 16 4 4 Rem 16	BDV 0.6 0.2 0.4	BDV 0.6	19 5 6	18 5 6	18 5 6 19	17 5 6	17 5 6	16 4 4 Todavi	16 4 4	16 4 4 5 17	16 4 4	16 4 4	16 4 4 5 16	16 4 4	16	16	16	
30 31 32	Remaining Hours Highest Priority	Remaining Hours By F Highest Priority Lowest Priority Today's Date By Priority	Priority 1	1 2 3 07-08 E	Est. 19 5 6 st. 19 5	Rem. 16 4 4 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	BDV 0.6 0.2 0.4	BDV 0.6 0.2	19 5 6	18 5 6	18 5 6 19	17 5 6	17 5 6 18	16 4 4 Today 18 5	16 4 4	16 4 5 17	16 4 4 E	7	16 4 4 5 16 4	16 4 4	16	16 4	16	
30 31 32	Remaining Hours Highest Priority	Remaining Hours By F Highest Priority Lowest Priority Today's Date By Priority	Priority 1 2	1 2 3 07-08 E	Est. 19 5 6 st. 19 5 5	Rem. 16 4 4 8 8 8 8 16 4	BDV 0.6 0.2 0.4	BDV 0.6 0.2	19 5 6	18 5 6	18 5 6 19 5	17 5 6	17 5 6 18 5	16 4 4 Today 18 5	16 4 4	16 4 17 5	16 4 4 1 5	7 5	16 4 4 5 16 4	16 4 4	16	16	16	
30 31 32 33	Remaining Hours Highest Priority	Remaining Hours By F Highest Priority Lowest Priority Today's Date By Priority	Priority 1 2 3	1 2 3 07-08 E	Est. 19 5 6 st. 19 5 5 6	Rem. 16 4 4 Rem 16 4 4	BDV 0.6 0.2 0.4	BDV 0.6 0.2 0.4	19 5 6	18 5 6	18 5 6 19 5 6	17 5 6 1	17 5 6 18 5 6	16 4 4 Today 18 5 6	16 4 4	16 4 17 5 6	16 4 17 5 6	7 5 5	16 4 4 5 16 4 4 4	16	16 4 4	16 4 4	16 4 4	
30 31 32 33	Remaining Hours Highest Priority Lowest Priority	Remaining Hours By F Highest Priority Lowest Priority Today's Date By Priority	Priority 1 2 3 ving	1 2 3 07-08 E 1	Est. 19 5 6 st. 19 5 6	Rem. 16 4 4 7 8 8 8 8 8 9 16 4 4 4 1	BDV 0.6 0.2 0.4	BDV 0.6 0.2 0.4	19 5 6	18 5 6	18 5 6 19 5 6	17 5 6 1	17 5 6 18 5 6	16 4 4 Today 18 5 6	16 4 4	16 4 17 5 6	16 4 1 5 6	7 5 5	16 4 16 4 4	16	16 4 4	16 4 4	16 4 4	
30 31 32 33	Remaining Hours Highest Priority Lowest Priority	Remaining Hours By F Highest Priority Lowest Priority Today's Date By Priority Zoom Out When Dri Pick Up People Pick Up People	Priority 1 2 3 ving	1 2 3 07-08 E 1	Est. 19 5 6 st. 19 5 6 1 1	Rem. 16 4 4 7 8 8 8 8 7 16 4 4 4 4 1	BDV 0.6 0.2 0.4	BDV 0.6 0.2 0.4 G	19 5 6	18 5 6	18 5 6 19 5 6 1	17 5 6 1	17 5 6 18 5 6	16 4 4 18 5 6	16 4 4	16 4 17 5 6	16 4 4 17 5 6	7	16 4 16 4 4	16 4 4	16 4 4	16 4 4	16 4 4	
30 31 32 33	Remaining Hours Highest Priority Lowest Priority	Remaining Hours By F Highest Priority Lowest Priority Today's Date By Priority J Zoom Out When Dri Pick Up People Risky Driving Systee Point System	Priority 1 2 3 ving	1 2 3 07-08 E 1 1 3 2	Est. 19 5 6 st. 19 5 6 1 1 2 2	Rem. 16 4 4 Rem 16 4 4 1 1 1 0	BDV 0.6 0.2 0.4	BDV 0.6 0.2 0.4 6 6	19 5 6	18 5 6	18 5 6 19 5 6 1 1 2 2	17 5 6 1 1 2 2	17 5 6 18 5 6 1 1 2 2	16 4 4 18 5 6	16 4 4 5 1 1 0	16 4 17 5 6		7	16 4 4 5 16 4 4 4		16 4 4	16 4 4	16 4 4	
30 31 32 33	Remaining Hours Highest Priority	Remaining Hours By F Highest Priority Lowest Priority Lowest Priority Lowest Priority Today's Date By Priority Zoom Out When Drive Pick Up People Risky Driving System Point System Time Limit	Priority 1 2 3 ving	1 2 3 07-08 E 1 1 3 2 2	Est. 19 5 6 st. 19 5 6 1 1 2 2 1	Rem. 16 4 4 Rem 16 4 4 4 1 1 0 1	BDV 0.6 0.2 0.4	BDV 0.6 0.2 0.4 6 6 6 6	19 5 6	18 5 6 1 1 2 2 1	18 5 6 19 5 6 1 1 2 2	17 5 6 1 1 2 2 1	17 5 6 18 5 6 1 1 2 2 1	16 4 4 Today 18 5 6 1 1 0 1	16 4 4 5 1 1 0	16 4 17 5 6		7 5 5 6 1 0	16 4 5 16 4 4 4	16 4 5 7 1 0	16 4 4	16 4 4	16 4 4	
30 31 32 33	Remaining Hours Highest Priority	Remaining Hours By F Highest Priority Lowest Priority Todav's Date By Priority Zoom Out When Dri Pick Up People Risky Driving System Time Limit Collision Implement	Priority 1 2 3 ving m	1 2 3 07-08 E 1 1 3 2 2 2	Est. 19 5 6 st. 19 5 6 1 1 2 2 1 4	Rem. 16 4 4 Rem 16 4 4 4 1 1 0 1 1 4	BDV 0.6 0.2 0.4	BDV 0.6 0.2 0.4 G G G G H H	19 5 6 1 1 1 2 2 1	18 5 6 1 1 2 2 1 4	18 5 6 19 5 6 1 1 2 2 2 1	17 5 6 1 1 1 2 2 1 4	17 5 6 18 5 6 1 1 2 2 1 4	16 4 4 Today 18 5 6 1 1 1 0 1 1		16 4 17 5 6	16 4 4 1 5 6 1 1 0	7 5 5 7 1 0	16 4 16 4 4 4 4	16 4 4 7 1 1 0 1	16 4 4	16 4 4	16 4 4	
30 31 32 33	Remaining Hours Highest Priority Lowest Priority	Remaining Hours By F Highest Priority Lowest Priority Today's Date By Priority Today's Date By Priority Zoom Out When Dri Pick Up People Risky Driving System Point System Time Limit Collision Implement Art Assaets	Priority 1 2 3 ving m tation	1 2 3 07-08 E 1 1 3 2 2 2 1 3	Est. 19 5 6 st. 19 5 6 1 1 2 2 1 1 4	Rem. 16 4 4 Rem 16 4 4 1 1 0 1 1 4 4	BDV 0.6 0.2 0.4	BDV 0.6 0.2 0.4 6 6 6 6 6 7 1	19 5 6 1 1 2 2 1 4	18 5 6 9 1 1 2 2 1 4 4	18 5 6 19 5 6 1 1 2 2 1 4 4	17 5 6 1 1 1 2 2 1 1 4 4	17 5 6 18 5 6 1 1 2 2 1 4	16 4 18 5 6 1 1 0 1 1 4 4	16 4 4 1 1 0 1 1 4 4	16 4 17 5 6		7 5 5 1 1 0 1 4	16 4 4 5 16 4 4 4 0 1 1 1	16 4 4 7 1 1 0 1 1 4 4	16 4 4	16 4 4	16 4 4	
30 31 32 33	Remaining Hours Highest Priority	Remaining Hours By F Highest Priority Lowest Priority Today's Date By Priority Today's Date By Priority V Zoom Out When Dri Pick Up People Risky Driving System Foint System Time Limit Collision Implement Art Assets Al Driving	Priority 1 2 3 ving m tation	1 2 3 07-08 E 1 3 3 2 2 1 3 3 2	Est. 19 5 6 5 5 6 1 1 2 2 1 4 4 4 2	Rem. 16 4 4 Rem 16 4 4 4 1 0 1 1 4 4 4 2	BDV 0.6 0.2 0.4	BDV 0.6 0.2 0.4 G G G G I I H H	19 5 6 1 1 2 2 1 4 4 2	18 5 6 1 1 2 2 1 4 4 2	18 5 6 19 5 6 1 1 2 2 1 4 4 2	17 5 6 1 1 2 2 1 4 4 4 2	17 5 6 18 5 6 1 1 2 2 1 1 4 4 2	16 4 4 18 5 6 1 1 1 1 1 4 4 4 4	16 4 4 1 1 0 1 1 4 4 2	16 4 17 5 6	16 4 4 1 5 6 1 1 1 1 4 4 2	7 5 5 1 1 0 1 1 4 4 4 2	16 4 4 5 16 4 4 4 10 11 1 4 4		16 4 4	16 4 4	16 4 4	

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		1	Days int	o Project:	5					1	2	3	4	5	6	7	8	9	10	11	12				
		-	Total Haura & Burnday	Velecit		Eat	Bam	BD	v	07.04	07.02	07.02	07.04	07.07	07.09	07.00	07.40	07.44	7 14	07.45	07.40				
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				nd Date			2.4			30.0	28.8	27.6	26.4	25.2	24.0	22.8	21.6	20.4	19.2	18.0	16.8				
		6	Demoining Vours Dy D	largen	lati	Eat	Dom	BD	v							_									
		8	Archon	erson	A	10 Est.	Rem.	0.6		10	9	9	8	8	7	7	7	7	1.1	7	7				
		9	Henri		Ĥ	6	6	0.0		6	6	6	6	6	6	9	6	6	1.	6	6			_	i,
1	Days into Project:		5					$\nabla 7$			1		2	3		4	Ę	5	6		7	8	9	1	
2			19				_				P		P	P		P	P		Today		F	F	F		
3	Total Hours & Burndown Velocity			v	Est.		Rem.		BDV		1	07-01	07	7-02	07-03		07-04	07-07		07-08		07-09	07-10	07-11	
4	Hours Remain	nind				30	24		12			30		20	20		28	2	8	24			•••••	•••••	
-	Fot Domoining @ End Date						24		1.2			30.0	2	20	27.6		26 /	25.2		24		22.8	21.6	20.4	+
5	ESt. Remainin	ig (2.4					30.0	2	0.0	21.0	, ,	20.4	20	.2	24.0		22.0	21.0	20.4	-
7	Pomaining Hou	re F	W Porcon	Inti		et	Dom		BUA																d
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9	Henri			H		6	6			_		6	_	6	6	_	6	E C	5	6	_	6	6	6	_
10	Icarus					8	7		0.2			8		8	8		8	8	3	7		7	7	7	_
11	Gilbert			G		6	4		0.4			6		6	6		6	6	5	4				4	
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		20	Demaining Hours By D	riority	_	Eat	Rom	BD	v		_			_	_	_	_	_							
	30 Remaining Hours By Priv			nonty	1	19	16 0.			19	18	18	17	17	16	16	16 16 16			16	16				
	32			2	5	4	0.2	2	5	5	5	5	5	4		4		4	4	4					
	33 Lowest Priority				3	6	4	0.4	1	6	6	6	6	6	- 4	- 4	4	4	4	- 4	- 4				
		35	Today's Date		07-08	_		-		P	P.	P	P	P	Today	E.	E	. F	6	E	F				
30	Remaining Hou	rs E	By Priority		E	st.	Rem	ı.	BDV																
31	Highest Prior	ity		1		19	16		0.6			19		18	18		17	1	7	16		16	16	16	1
32				2		5	4		0.2		-	5		5	5		5	E	5	4		4	4	4	1
33	Lowest Priori	tv		3		6	4		0.4			6		6	6		6	e	3	4		4	4	4	1
		·.		ula a				-	0.1	1		4					Ŭ			-					Ċ,
		4.7							G		1	1	1		1										
	-	43	Zoom Out When Driv Pick Up People	ang	1	1	1		G	1															
	_	43 44 45	Pick Up People Risky Driving System	m	1	1	1	1	G	1	2	2	2	2	o					0					
	-	43 44 45 46	Pick Up People Risky Driving System Point System	m	3	1 2 2	1 0 1	1	G	1 2 2	2	2	2	2	0					0	1 0 1				
		43 44 45 46 47	Pick Up People Risky Driving System Point System Time Limit	m	3 2 2	1 2 2 1	1 0 1	1	G G I	1 2 2 1	2 2 1	2 2 1	2 2 1	2 2 1	0 1 1		0			1 0 1 1	1 0 1 1				
		43 44 45 46 47 48	Pick Up People Risky Driving System Point System Time Limit Collision Implement	m ation	1 3 2 2	1 2 2 1 4	1 0 1 1 4	1	G G I H	1 2 2 1 4	2 2 1 4	2 2 1 4	2 2 1 4	2 2 1 4	0 1 1 4		0 1 1 4			1 0 1 1 4	1 0 1 1 4				
		43 44 45 46 47 48 49	Pick Up People Risky Driving System Point System Time Limit Collision Implement Art Asssets	m ation	1 2 2 1 3	1 2 2 1 4 4	1 0 1 1 4 4	1	G G I H H	1 2 2 1 4 4	2 2 1 4 4	2 2 1 4 4	2 2 1 4 4	2 2 1 4 4	0 1 1 4 4		0 1 1 4 4			1 0 1 1 4 4	1 0 1 4 4				
		43 44 45 46 47 48 49 50	200m Out When Driv Pick Up People Risky Driving System Point System Time Limit Collision Implement Art Asssets Al Driving	m ation	1 2 2 1 3 2	1 2 1 4 4 2	1 0 1 4 4 2	1	G G I H H	1 2 1 4 4 2	2 2 1 4 4 2	2 2 1 4 4 2	2 2 1 4 4 2	1 2 2 1 4 4 2	0 1 1 4 4 2		0 1 1 4 4 2			1 0 1 1 4 4 2	1 0 1 4 4 2				


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30	Remaining Hours By Priority		Est.	Rem.	BDV													
31	Highest Priority	1.1	19	16	0.6	_	19	18	18	17	17	16	16	16	16	16	16	16
32	- ingloot i fiority	2	5	4	0.2		5	5	5	5	5	4						
33	Lowest Priority	3	6	4	0.4		6	6	6	6	6	4						
34			-				-	-	-	-	-							
35	Today's Date	07-08										Today						
36	Hours						Start											
37	Sprint Backlog	Rank	Est.	Rem.	Wkd,	Assn	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16
38	Acceleration	1	4	1	5	A	4	3	3	2	2	1						
39	Speed	1	2	2		A	2	2	2	2	2	2						
40	Braking	1	2	2		A	2	2	2	2	2	2						
41	Turning	1	2	2		Α	2	2	2	2	2	2						
42	Delayed Car Angling Tracking	1	2	2		G	2	2	2	2	2	2						
43	Zoom Out When Driving	1	1	1		G	1	1	1	1	1	1						
44	Pick Up People	1	1	1		G	1	1	1	1	1	1						
45	Risky Driving System	3	2	0	1	G	2	2	2	2	2	0						
46	Point System	2	2	1	1	I	2	2	2	2	2	1						
47	Time Limit	2	1	1		1	1	1	1	1	1	1						
48	Collision Implementation	1	4	4		н	- 4	4	4	4	4	4						
49	Art Asssets	3	4	4		1	4	4	4	4	4	4						
50	Al Driving	2	2	2		н	2	2	2	2	2	2						
51	Car Animation	1	1	1		1	1	1	1	1	1	1						



27							-	-					-					
28		_		_	_			_							_	_		0
29			-	-														
30	Remaining Hours By Priority		Est.	Rem.	BDV	_												
31	Highest Priority	1	19	16	0.6		19	18	18	17	17	16						
32		2	5	- 4	0.2		5	5	5	5	5	- 4						
33	Lowest Priority	3	6	- 4	0.4		6	6	6	6	6	- 4						
34																		
35	Today's Date	07-08										Today						
36		Hours				Start												
37	Sprint Backlog	Rank	Est.	Rem.	Wkd,	Assn	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16
38	Acceleration	1	4	1	5	A	4	3	3	2	2	1	1					
39	Speed	1	2	2		A	2	2	2	2	2	2	2					
40	Braking	1	2	2		A	2	2	2	2	2	2	2					
41	Turning	1	2	2		A	2	2	2	2	2	2	2					
42	Delayed Car Angling Tracking	1	2	2		G	2	2	2	2	2	2	2					
43	Zoom Out When Driving	1	1	1		G	1	1	1	1	1	1	1					
44	Pick Up People	1	1	1		G	1	1	1	1	1	1	1					
45	Risky Driving System	3	2	0	1	G	2	2	2	2	2	0	0					
46	Point System	2	2	1	1	1	2	2	2	2	2	1	1					
47	Time Limit	2	1	1		1	1	1	1	1	1	1	1					
48	Collision Implementation	1	4	4		н	- 4	4	4	4	4	4	- 4					
49	Art Asssets	3	4	4		1	4	4	4	4	4	4	- 4					
50	Al Driving	2	2	2		н	2	2	2	2	2	2	2					
51	Car Animation	1	1	1		1	1	1	1	1	1	1	1					



27																		
29				_	_							_	_	_	_	_	_	-
30	Remaining Hours By Priority		Est.	Rem.	BDV													
31	Highest Priority	1	19	16	0.6		19	18	18	17	17	16						
32		2	5	- 4	0.2		5	5	5	5	5	- 4						
33	Lowest Priority	3	6	- 4	0.4		6	6	6	6	6	- 4						
34																		
35	Today's Date	07-08					P	P	P	P	P	Today	F	- F	- F	- F	- F	F
36				Hours	ours		Start											
37	Sprint Backlog	Rank	Est.	Rem.	Wkd,	Assn	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16
38	Acceleration	1	4	1	5	A	- 4	3	3	2	2	1						
39	Speed	1	2	2		A	2	2	2	2	2	2						
40	Braking	1	2	2		A	2	2	2	2	2	2						
41	Turning	1	2	2		Α	2	2	2	2	2	2						
42	Delayed Car Angling Tracking	1	2	2		G	2	2	2	2	2	2						
43	Zoom Out When Driving	1	1	1		G	1	1	1	1	1	1						
44	Pick Up People	1	1	1		G	1	1	1	1	1	1						
45	Risky Driving System	3	2	0	1	G	2	2	2	2	2	0						
46	Point System	2	2	1	1	1	2	2	2	2	2	1						
47	Time Limit	2	1	1		1	1	1	1	1	1	1						
48	Collision Implementation	1	4	4		н	- 4	4	4	4	4	4						
49	Art Asssets	3	4	- 4		1	- 4	4	4	4	4	4						
50	AI Driving	2	2	2		н	2	2	2	2	2	2						
51	Car Animation	1	1	1		1	1	1	1	1	1	1						



27				-		-		-					-					
28	l	_		_	_			_	_	_					_			
29	Remaining Hours By Priority		Fet	Rem	BDV													-
31	Highest Priority	1.1	19	16	0.6		19	18	18	17	17	16	16	16	16	16	16	16
32	rightat r honey	2	5	4	0.2		5	5	5	5	5	4						
33	Lowest Priority	3	6	A	0.4		6	6	6	6	6	A A						
34	Lowest Fliolity		•	-	0.4		0	0		Ů		-						
35	Today's Date	07-08										Today	F					
36	,				Hours													
37	Sprint Backlog	Rank	Est.	Rem.	Wkd,	Assn	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16
38	Acceleration	1	4	1	5	A	- 4	3	3	2	2	1	1					
39	Speed	1	2	2		A	2	2	2	2	2	2	2					
40	Braking	1	2	2		A	2	2	2	2	2	2	2					
41	Turning	1	2	2		A	2	2	2	2	2	2	2					
42	Delayed Car Angling Tracking	1	2	2		G	2	2	2	2	2	2	2					
43	Zoom Out When Driving	1	1	1		G	1	1	1	1	1	1	1					
44	Pick Up People	1	1	1		G	1	1	1	1	1	1	1					
45	Risky Driving System	3	2	0	1	G	2	2	2	2	2	0	0					
46	Point System	2	2	1	1	1	2	2	2	2	2	1	1					
47	Time Limit	2	1	1		1	1	1	1	1	1	1	1					
48	Collision Implementation	1	4	4		н	- 4	4	4	4	4	4	- 4					
49	Art Asssets	3	4	4		1	- 4	4	4	4	4	4	- 4					
50	Al Driving	2	2	2		н	2	2	2	2	2	2	2					
51	Car Animation	1	1	1		1	1	1	1	1	1	1	1					



27																-		
20	P			_								_	_					
30	Remaining Hours By Priority		Est.	Rem.	BDV													
31	Highest Priority	1	19	16	0.6		19	18	18	17	17	16	16	16	16	16	16	16
32		2	5	4	0.2		5	5	5	5	5	- 4						
33	Lowest Priority	3	6	4	0.4		6	6	6	6	6	- 4						
34																		
35	Today's Date	07-08										Today						F
36				Hours			Start											
37	Sprint Backlog	Rank	Est.	Rem.	Wkd,	Assn	07-01	07-02	07-03	07-04	07-07	07-08	07-09	07-10	07-11	07-14	07-15	07-16
38	Acceleration	1	4	1	5	Α	4	3	3	2	2	1	1					
39	Speed	1	2	2		A	2	2	2	2	2	2	2					
40	Braking	1	2	2		Α	2	2	2	2	2	2	2					
41	Turning	1	2	2		A	2	2	2	2	2	2	2					
42	Delayed Car Angling Tracking	1	2	2		G	2	2	2	2	2	2	2					
43	Zoom Out When Driving	1	1	1		G	1	1	1	1	1	1	1					
44	Pick Up People	1	1	1		G	1	1	1	1	1	1	1					
45	Risky Driving System	3	2	0	1	G	2	2	2	2	2	0	0					
46	Point System	2	2	1	1	1	2	2	2	2	2	1	1					
47	Time Limit	2	1	1		1	1	1	1	1	1	1	1					
48	Collision Implementation	1	4	4		н	4	4	4	4	4	4	- 4					
49	Art Asssets	3	4	4		1	4	4	4	4	4	4	- 4					
50	Al Driving	2	2	2		н	2	2	2	2	2	2	2					
51	Car Animation	1	1	1		1	1	1	1	1	1	1	1					

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 - Alternatively, you work 1h on the task, but it's 75% complete
 - Mark 1h remaining on the Burndown Chart
- Always think in terms of original estimated hours



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Burndown velocity predicts a false ontime delivery



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 - This is only an issue for teams that make drastic changes to their work per day





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