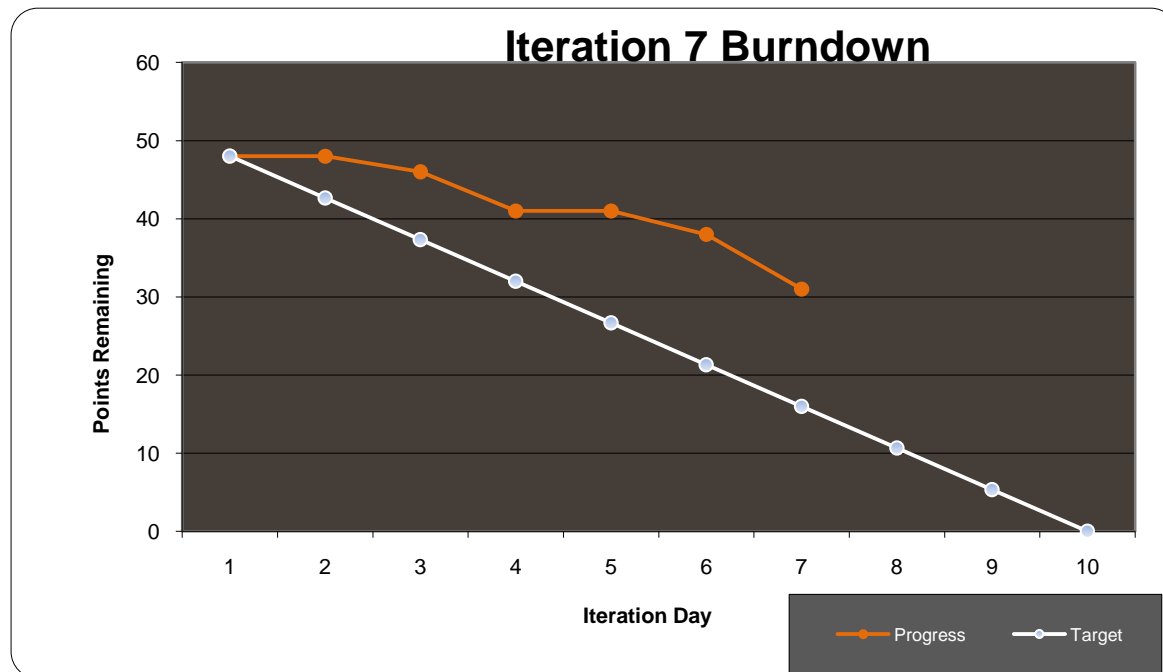


# Measuring Iteration Progress

The most common ways of measuring progress on an Agile project is through the use of burn-up and burn-down charts.

**A burn-down chart** tracks how much work remains and whether you'll hit your deadline. The vertical axis measures work remaining. The horizontal axis marks time. While burn-down charts can be used to measure progress on a project, they don't take into account changes in scope on the project. Since the scope of a single iteration (or Sprint) shouldn't change, this makes burn-down charts very suited to measuring progress in an iteration.



Effort remaining in an iteration may be measured in terms of story points or ideal days/hours. There are 2 ways of burning-down remaining effort.

1. The points (ideal days/hours) are burned-down only when the user story (or requirement) is 'done'.
2. The amount of effort remaining on a card is estimated each day, and the card is burned-down as it is worked on. This may be done by breaking the user story down into tasks, and estimating each task.

The method used depends on the maturity of the agile project team, and the way the work has been broken down. During an iteration, a burn-down chart on its own doesn't tell the full story. It must be

seen in conjunction with the story wall. The burn-down charts are useful to use as a discussion starting point in an iteration retrospective.

Depending on the project, the team and the type of work, it may not be necessary to track progress of a single iteration. The story wall and the teams' confidence levels can give a good indication as to the progress being made in an iteration. Of more interest is the progress being made towards achieving the projects goals.