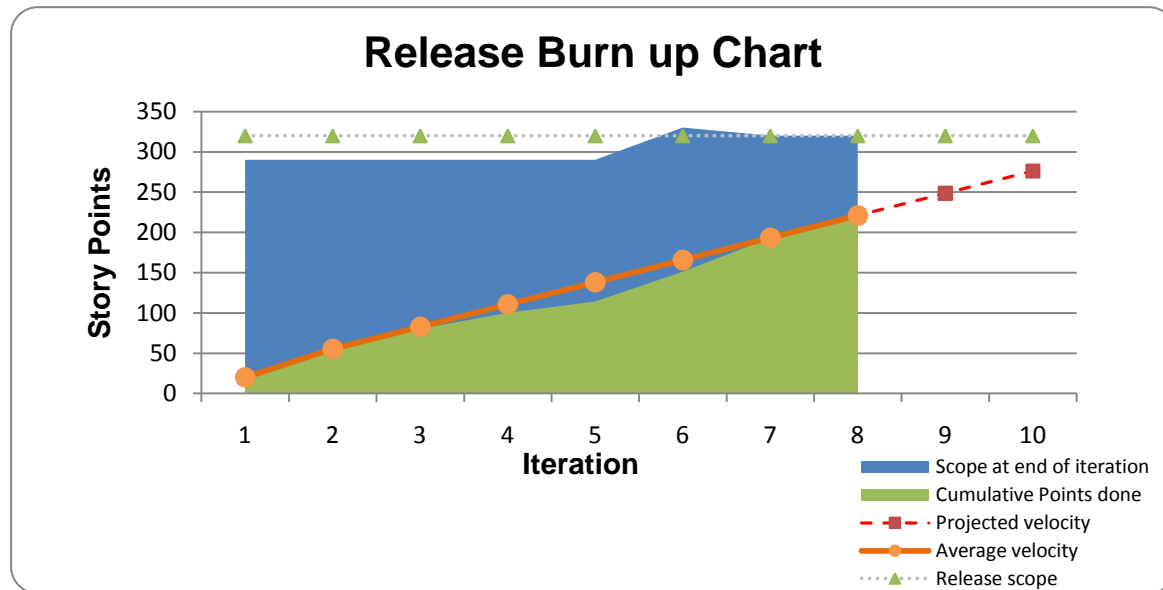


# Measuring Project Progress

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

**A burn-up chart** tracks how much work has been done, and also shows how much work is in the project as whole (the scope as workload), and the changes to this. Burn-up charts are best suited to getting a view of a project or release as a whole, rather than an individual iteration. The measures on the graph below are in story points.



Burn-up charts initially seem to confuse stakeholders. To avoid this, some good advice is to keep them simple – avoid putting too much information onto one graph.

## What is velocity?

Velocity is a team specific measure of how much work they can do in an iteration (sprint). It's expressed in terms of the number of story points' worth of stories that the team can implement. In the first few iterations, the team uses its experience to guess at the expected velocity. This estimate becomes more accurate after 3 or more iterations.

Velocity copes with the imprecise nature of estimates and different experience levels in the team. Velocity quickly reflects changes in the amount of work the team is getting done. For example, the graph above shows that the team velocity was increasing in the first 3 iterations, and then started to slow down. The reasons for this could be discussed in the iteration retrospective.

## Business Value burn-up charts

A burn-up chart can also be used to track value delivered, by plotting the cumulative business value points delivered in a similar manner to above. This can be a very powerful message for a project team and the project stakeholders.