



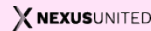
# Sprint Header & New Story Points: Walkthrough Guide



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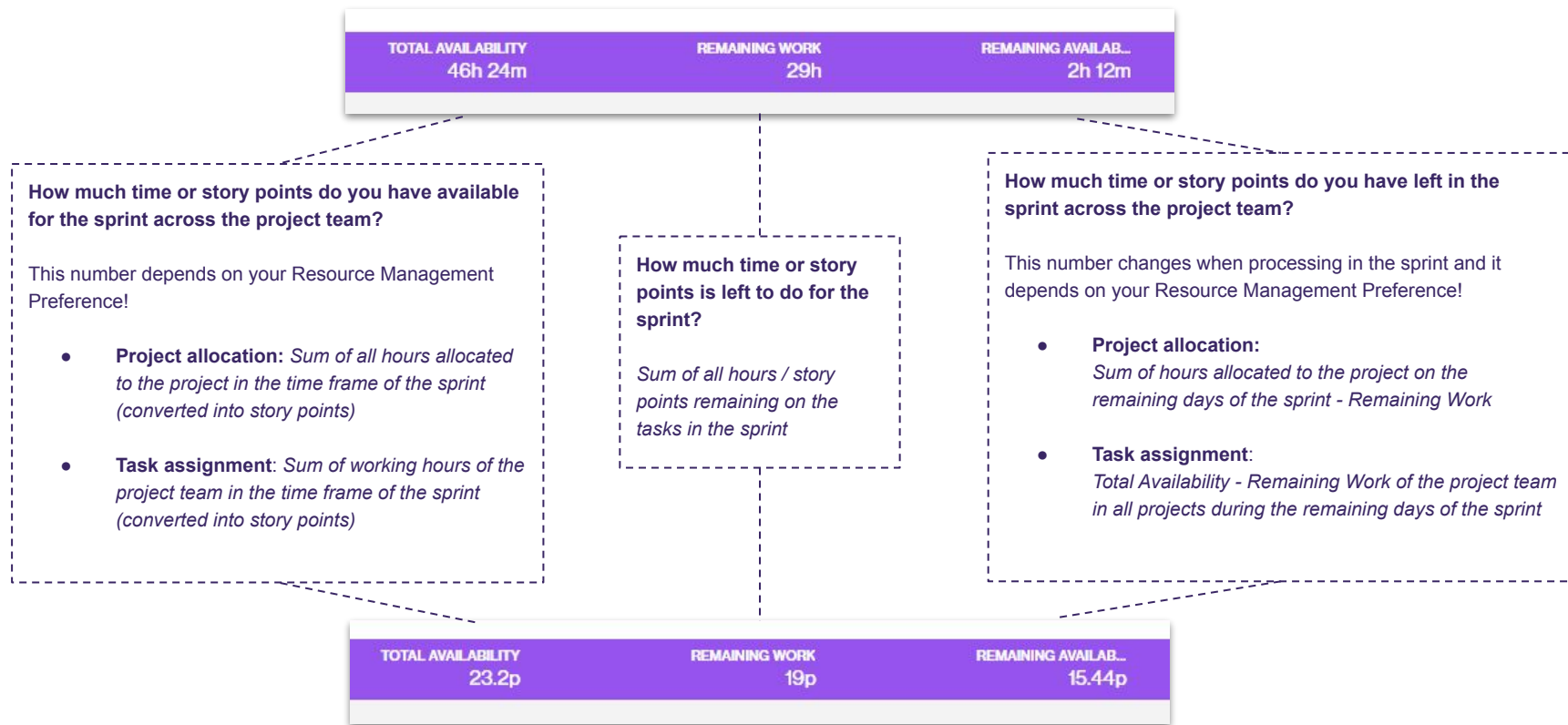


# New Sprint Header

Sprint 1													8 MAR - 21 MAR		TOTAL AVAILABILITY 46h 24m		REMAINING WORK 29h		REMAINING AVAILAB... 2h 12m		PROGRESS 0%		⌵ ⋮	
<input type="checkbox"/>	TASK	DATES		ROLE	ASSIGNEES		STATUS		ESTIMATE	TIME ENTRIES	REMAINING	PLAN	REVENUE											
<input type="checkbox"/>	Build Space Game ...	8 MAR	- 21 MAR	Project Manager	⌵	Inga	⌵	To-do	⌵	<input type="text" value="10h"/>	0h	10h	€1,500.00	☆										
<input type="checkbox"/>	Build game scene 2	8 MAR	- 21 MAR	Designer	⌵		⌵	To-do	⌵	<input type="text" value="8h"/>	0h	8h	€880.00	☆										
<input type="checkbox"/>	Build game scene 2	8 MAR	- 21 MAR	Developer	⌵	Colla Borator	⌵	To-do	⌵	<input type="text" value="2h"/>	0h	2h	€200.00	☆										
<input type="checkbox"/>	Develop game stru...	8 MAR	- 21 MAR	Developer	⌵	Colla Borator	⌵	To-do	⌵	<input type="text" value="9h"/>	0h	9h	€900.00	☆										

We've cleaned up the sprint header to only include information you need to efficiently manage and monitor your sprints.

# New Sprint Header – Numbers & Calculations





# New Story Points

The screenshot displays the 'Sprint 1' management interface. At the top, a purple header bar shows the sprint name, dates (1 MAR - 7 MAR), and key metrics: TOTAL AVAILABILITY (0p), REMAINING WORK (4p), REMAINING AVAILABILITY (-0.03p), and PROGRESS (78%). A 'NEW SPRINT' button is on the right. Below the header, a table lists tasks with columns for checkboxes, task names, dates, roles, assignees, status, estimate, time entries, remaining work, and actual revenue. A 'CLOSE SPRINT' button is in the top right of the table area. At the bottom, there is a 'New task' input field and buttons for 'Assign role', 'Assign people', and a '+'. A mouse cursor is visible over the bottom right of the table area.

	TASK	DATES	ROLE	ASSIGNEES	STATUS	ESTIMATE	TIME ENTRIES	REMAINING	ACTUAL REVENUE
<input type="checkbox"/>	Build Space Game back end	8 MAR - 21 MAR	Project Manager	Inga	Done	4p	8h	0 p	€1,200.00
<input type="checkbox"/>	Build game scene 2	8 MAR - 21 MAR	Designer		Done	0p	8h 30m	0 p	€1,275.00
<input type="checkbox"/>	Build game scene 2	8 MAR - 21 MAR	Developer	Colla Borator	To-do	5p	2h	4 p	€300.00
<input type="checkbox"/>	Develop game structure	8 MAR - 21 MAR	Developer	Colla Borator	Done	10p	9h 30m	0 p	€1,425.00

New task:  Assign role:  Assign people:  0p

Forecast now converts story points into hours dynamically by learning from your actual performance in your sprints so you have one thing less to worry about.



Let Forecast dynamically update your story points performance.

- The story point performance is the rate to convert story points to hours in Forecast
- After a sprint is closed you can now update the performance based on the estimates and the time registration on the task in the sprint
- Forecast will take into account the data of the last 5 closed sprints
- As you learn and get better at delivering on the tasks, Forecast learns from your actual performance and provides you with a more accurate performance for your future sprints
- Read more about the new story points in the [help center](#).

# Story Points Performance

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## Update Story Point Performance

Your Story Point Performance has changed. How do you want to proceed?

☒ Update the Story Point Performance  
This is based on the results of your completed sprints (last 5).

SPRINT	ESTIMATES	REPORTED	PERFORMANCE
Sprint 1	19p	28h	1h 28m

Total (per story point): 1h 28m

☐ Set it manually  
 per story point

☐ Do not update

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Current performance value: 2h per story point

New performance value: 1h 28m per story point

CANCEL

CONFIRM



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