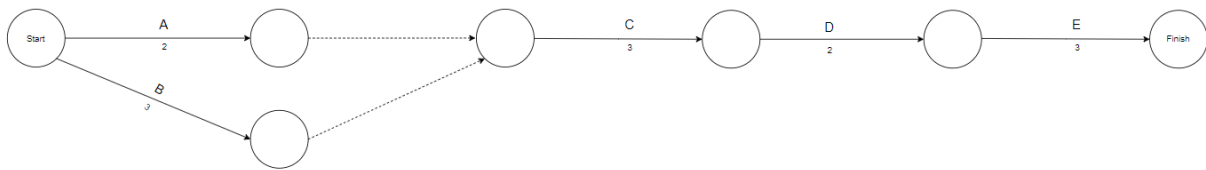


Network Diagram *Sprint 4*

Legend

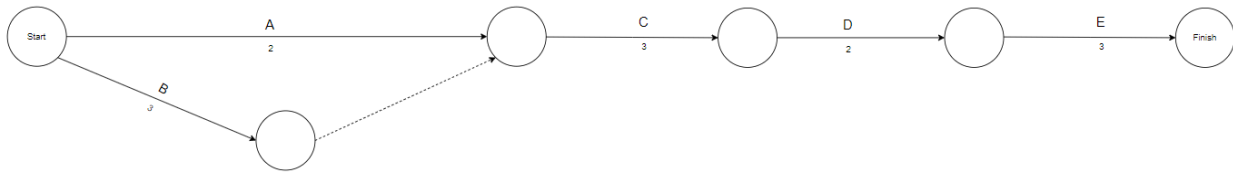
Activity	Predecessor	Duration
A (SCRUM-19: As a student, I would like to see a calendar of times that a selected tutor is available at, so that I can book a session at a time that suits my schedule.)	N/A	2 days
B (SCRUM-23: As a tutor, I would like to be able to add and/or edit my availability throughout the week, so that students can more accurately select a time to book a session with me)	N/A	3 days
C (SCRUM-20: As a student, I would like to request a tutoring session with a tutor by selecting a course, date, time, and description, so that the tutor knows that I am interested in learning from them..)	A, B	3 days
D (SCRUM-21: As a tutor, I would like to view a list of all my requested tutoring sessions, so that I know who would like to learn from me and when.)	C	2 days
E (SCRUM-22: As a tutor, I would like to accept or deny tutoring session requests, so that I can stay organized and manage my schedule effectively.)	D	3 days

Pre-Diagram



The initial diagram, including dummy nodes, before cleanup. As there is an unnecessary dummy node, remove and connect it.

Final Diagram



Finding Critical Path:

$A \rightarrow C \rightarrow D \rightarrow E = 2 + 3 + 2 + 3 = 10$

Critical Path: $B \rightarrow C \rightarrow D \rightarrow E = 3 + 3 + 2 + 3 = 11$

Conclusion

From observing the network diagram, our team was able to successfully divide up the tasks to achieve efficiency in completion. Determining the critical path allowed the team to divide the tasks into 3 groups, the left and right half, as it was determined to be both equally important and on the critical path. Two members worked on the left half, 2 on the right, and 1 in the middle to connect the tasks. Utilizing the knowledge of the dependencies and critical path allowed the team to successfully complete all of the sprint and associated user stories on time.