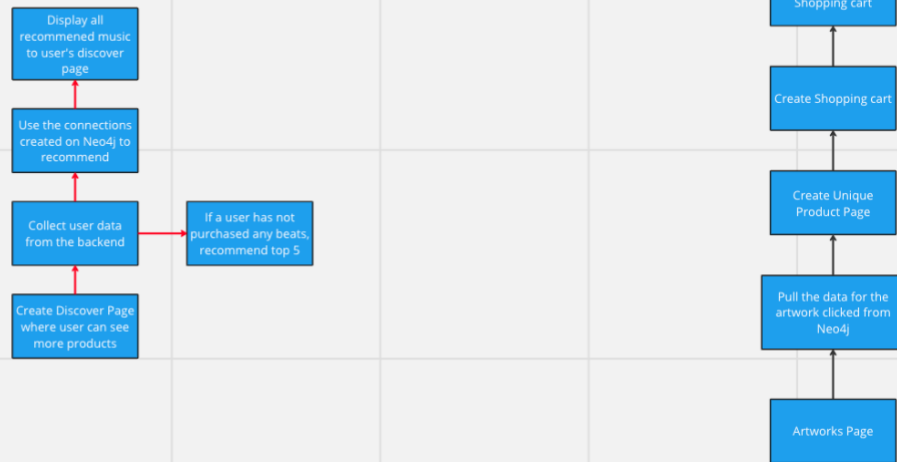
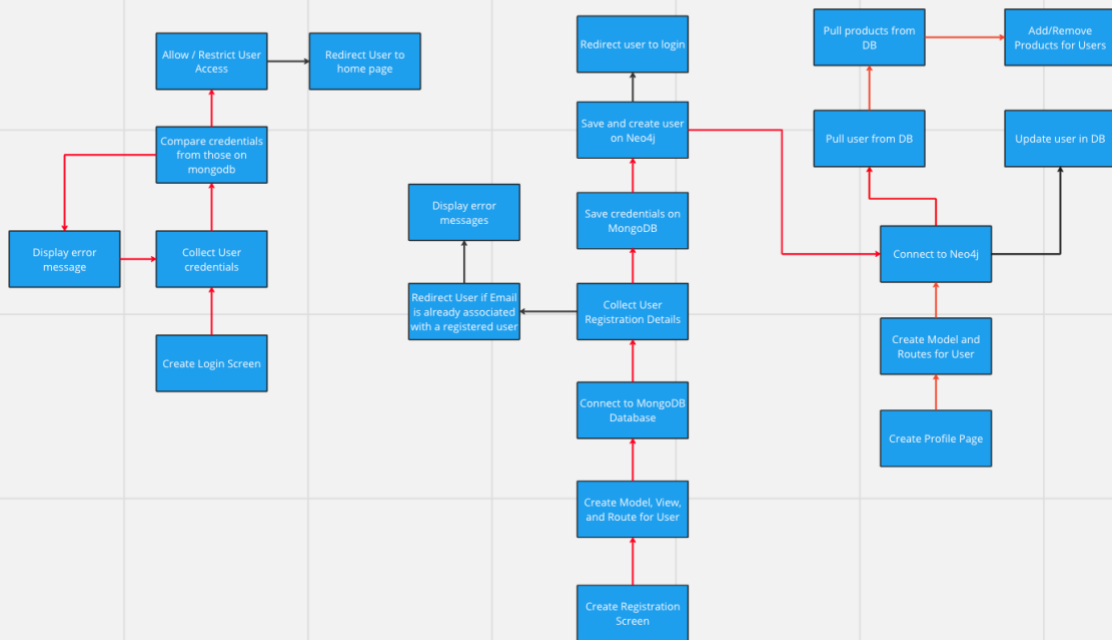


SCHEDULE

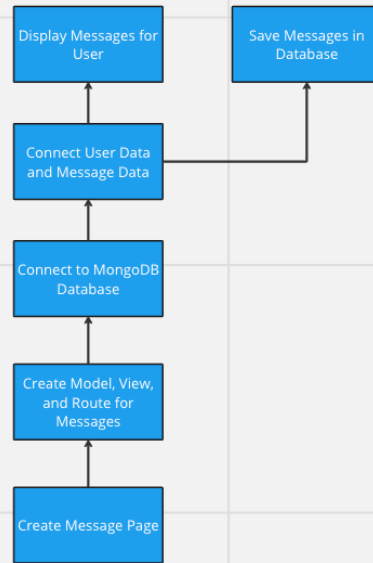
In order for user to be recommended songs, they must be a logged in user. For this, users are recommended music based on the music that they perviously purchased.
The critical path highlighted in red shows what must be carried out in order for a user to be recommended beats



For the registration and login of the user, several steps had to first be taken before this can happen. Firstly, when the user is registered, we have to make sure that emails are left unique. Further, we must now create a new user in both mongoDb (that will store user credentials) and neo4j (that stores users artwork, profile picture and more personal details).
The critical path highlighted in red shows what must be carried out in order for a user to be properly registered and allowed to change / edit their details

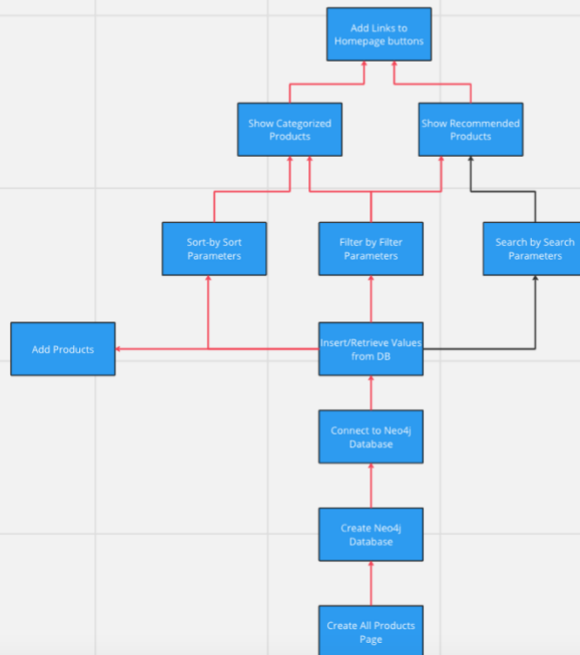


Since users are now able to login, I now be able to allow messages to be displayed for specific users, and post messages for specific users rather than a hardcoded user.



For the all products page, the artworks had to first be retrieved from the database and listed in the Products page. Then, with the page populated with artworks, we could now apply sort or filter parameters to refine our search. Then, with proper sort/filter queries, I will now be able to show categories on the homepage.

(Critical path shown in red, search parameters can be optionally done later on)



The above images show the Network Diagram with various tasks and their dependencies

To keep the sprint on schedule we had very regular stand-ups to track progress. This way we can always adjust our priorities accordingly. Further, we have a discord server that is active most days. This frequent communication with the team also allows us to prioritize and assign tasks very efficiently. This also allows minimum merge conflicts.

We initially planned to complete a lot more tasks before moving into the last sprint, however, due to other courses and responsibilities, we were unable to complete as much as we expected. However, we will continue to prioritize our important features and work on polishing our app in the fourth sprint.