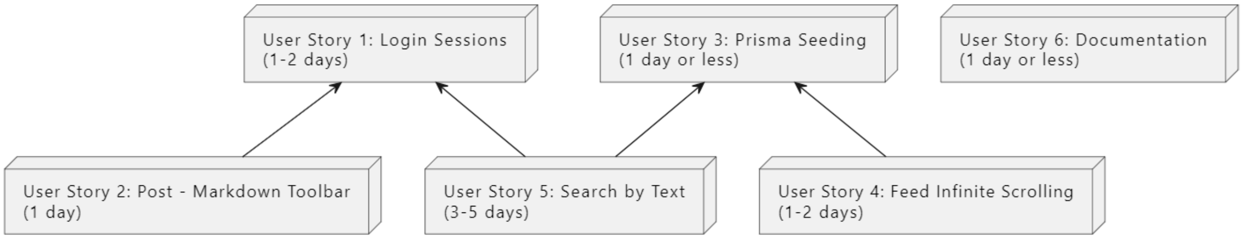
Network Diagram for Sprint 2


User Story 1: Login Sessions
(1-2 days)
User Story 3: Prisma Seeding
(1 day or less)
User Story 6: Documentation
(1 day or less)
User Story 2: Post - Markdown Toolbar
(1 day)
User Story 5: Search by Text
(3-5 days)
User Story 4: Feed Infinite Scrolling
(1-2 days)

Above is a network diagram representing user stories in Sprint 2, where each node contains a projected number of days for completion, and x → y means x is dependent on completion of y.

- **User Story 1: Login Sessions** - This task is estimated to have 5 story points. It is independent relative to other stories in sprint 2
- **User Story 2: Post - Markdown Toolba**r - This task is estimated to have 3 story points, and it can start after User Story 1 (Login Sessions) is finished
- **User Story 3: Prisma Seeding** - This task is estimated to have 1 story point. It is independent relative to other stories in sprint 2
- **User Story 4: Feed Infinite Scrolling** - This task is estimated to have 5 story points, and it can start after User Story 3 (Prisma Seeding) is complete
- **User Story 5: Search by Text** - This task is the most time-consuming one, estimated to have 13 story points. It should only start after User Story 1 (Login Sessions) and User Story 3 (Prisma Seeding) is complete.
- **User Story 6: Documentation** - This task is not a user story and contains no story point. There are no dependencies for this task, indicating that it can be done at any time.

In the context of agile, we should measure the critical path with story points where a path is a sequence of nodes, and the sequence that accumulate the highest number of story points is considered critical. In our case, the critical path is starting with User Story 1: Login Sessions and starting User Story 5: Search by Text afterwards. This is because the total count of story points is 13+5=18 is the highest relative to other paths.

Although we identified the critical path, that does not mean we must focus only on those two nodes. Rather, we should initialize our priorities towards User Story 1: Login Sessions and User Story 3: Prisma Seeding. This is because these are independent nodes which have node dependencies. This implies that if we do not complete these tasks early, we can fall into the trap that a delay in these tasks renders a delay in subsequent tasks. Also, these two nodes are estimated to have a low-medium story point count of 5 and 1, respectively. This favours the idea that we should complete these early in order to provide ourselves with ample time for the latter dependencies.

Nothing really went wrong during our sprint deliverables, as we completed most of our user stories on time. However, one mistake we did make was that we thought it was appropriate to pull additional user stories, in advance, in the scenario that we finished our work early and had capacity to do more than our planned velocity. So instead, we learned that we should use any extra time to optimize our code, and prepare for the next sprint whether it be cleaning up the backlog, doing more research, or refining user stories.