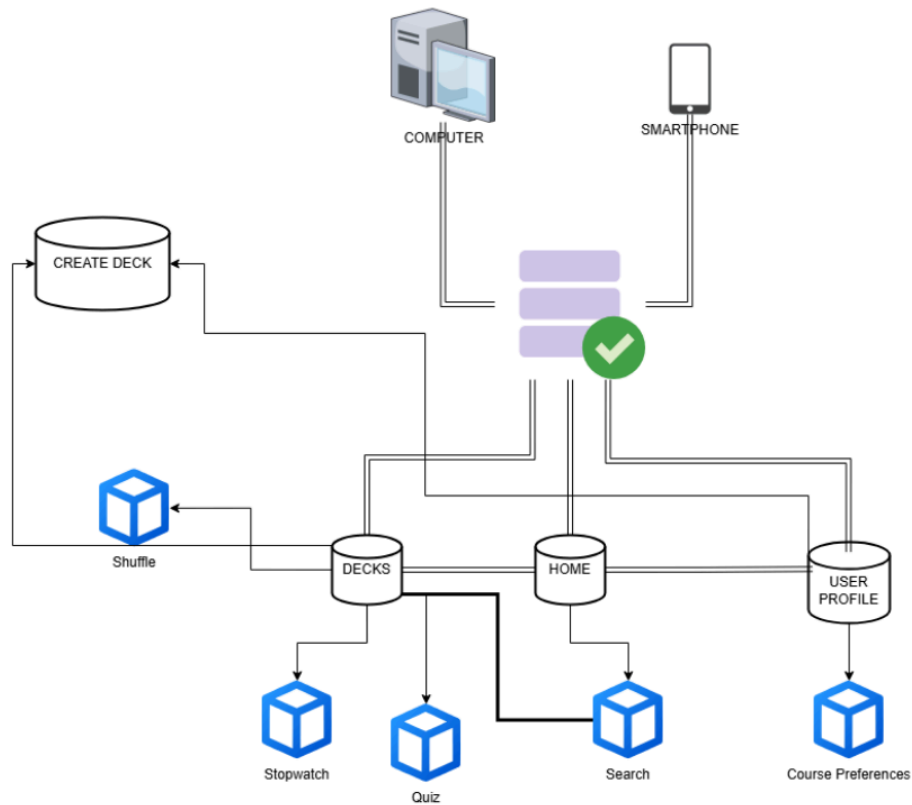# Flashforge Schedule

Summary:

   Above is a network diagram representation of Flashforge. From the user's device, the server is accessed where pathways to different pages are accessible. The network diagram specifically highlights pages that were the main focus of sprint 2. Traffic through pages is possible in any direction though feature access is on a per page basis.

Critical Path:

   Critical paths are indicated with arrow lines, they represent a dependency between child and parent. More specifically, features are children to their pages, the possibility of accessing and using these features only exist while a certain page is being accessed, they depend on the parent node being active. For example, being able to shuffle a deck, use the stopwatch or quiz functions is only possible when viewing a deck. This functionality is explained more in depth in the sprint 2 demo video. Bold lines represent a partial dependency, in this diagram the search bar partially depends on a deck existing though it is inaccessible on the decks page

(currently). While it will function with no decks existing, its purpose will be useless as no request would be returned.

Staying on schedule:

For children nodes to function properly the parent node needs to exist due to a dependency. As such, it was important to lay out a network diagram like this for sprint 2 to identify what needed completion prior to development. We needed to ensure the decks page was refined as it holds the most features throughout our site and is depended on by many nodes. Deck creation was originally planned for this sprint though as seen in the diagram it has many dependencies, it is important for our team to refine the user settings and user profile functionality as well as deck storage and the deck page prior to completing this feature to limit an avalanche of problems in multiple classes during future development.