User Stories	Dependencies
GB-07 Social integration: I want to be able to share event bookings and details with friends and family on social media so that they can stay informed and participate.	No
GB-08 Current bookings: As a renter, I want to be able to view my current venue bookings so that I can manage my upcoming bookings.	No
GB-09 Booking history: As a renter, I want to view my previous booking history to keep track of past reservations at different facilities.	No
GB-15 Facility Accessibility: As a coach, I want to be able to choose facilities that are accessible for my padawan to practice in easily.	No
GB-18 Age Filtering: As an organizer, I want to be able to choose facilities that encourage certain age groups so I can plan events aimed at different audiences.	No
GB-19 Terms and Conditions: As a renter, I want to know the terms and conditions of each facility so I know what I should be responsible for before booking.	No
GB-20 Contacting: As a renter, I want the option to personally contact the owner of the facility so I can either ask questions about the facility or voice my opinions about it.	No

GB-23 Event Planning: As a event planner, I want to easily make events for personal interests or leagues while also having the option to book a facility to host those events.	No

Network Diagram

GB-07	GB-08	GB-09	GB-15	GB-18	GB-19	GB-20	GB-23

We observe the critical path as displayed in the diagram. The objective for the final sprint was to deliberate as a group, on the last important user stories and features to implement in our project. From the remaining user 10 stories left to implement, we wanted to focus our efforts on the higher prioritized user stories that we felt were integral for core functionality of the web application and maintaining overall user satisfaction. We mainly used Discord for communication and conducting standup meetings, along with Trello for project tracking as done in the previous sprint. The workflow for this sprint went much more smoothly, as the group was able to implement all of the planned user stories for sprint 3 and were able to work together to resolve bugs and issues encountered during development. One of the issues faced during this sprint was the implementation of the event booking feature and trying to integrate the booking feature with our existing code with our facility rental booking. There were also some other unexpected issues that appeared in both the backend and frontend of the project, but

we were able to maneuver and reallocate more resources (more members towards certain tasks) to immediately resolve the issues and conflicts which demanded the most attention. In conclusion, in sprint 3, the group was overall more organized and responsive in terms of communication and collaboration, which allowed us to effectively address challenges and ensure that all objectives are met.