| User Stories	Dependencies
GB-01 Reviews: As a renter, I want to be able to rate my experience renting the venue so that I can inform others about the quality and suitability of the facility.	Yes
GB-02 Facility-type filter: As a renter, I want to filter search results by facility type (such as public/private, schools, community centers, sports complexes, etc.) so that I can find a suitable facility that meets my needs.	Yes
GB-04 Notifications: As a renter, I want to receive notifications and reminders about upcoming bookings, availability, events near my location, etc., so that I can remain informed and plan accordingly.	Yes
GB-05 Ratings: As a renter, I want to be able to provide feedback on my experience using the web application and service.	Yes
GB-06 Select sports-type filter: As an athlete, I want to be able to search for courts and arenas based on my sports preference.	Yes
GB-11 Rating filtering: As a renter, I want to be able to filter facility results based on rating to ensure that I get the best quality facility for my group.	Yes
GB-13 Location filtering: As an organizer, I'd like to filter available facilities by districts to find facilities that are easily accessible for everyone in the party.	Yes
GB-21 User Authentication: As a renter, I want to be securely authenticated so that I can access my account with confidence.	Yes
GB-22 Price Range filter: As a renter, I want to filter search results according to the facility cost, so that I can find a suitable facility that fits within my budget.	Yes

Network Diagram
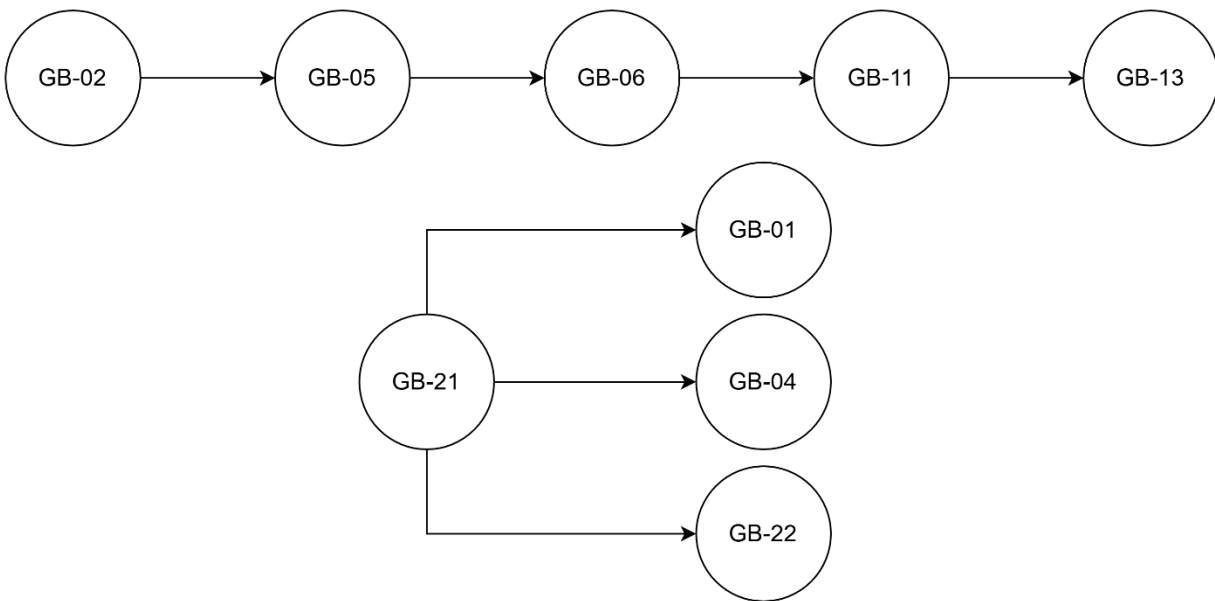
The critical path is examined as shown in the diagram above. To keep the sprint in schedule, our team collectively agreed to carefully monitor progress through Discord and project tracking on Trello to notify each member regarding tasks that have fallen behind on schedule tasks that need to be prioritized. This allowed us to plan ahead and maintain the timeline outlined for sprint 2. The group was able to implement almost all of the user stories that we have originally planned but were unable to complete certain features on time due to multiple unexpected issues and conflicts that emerged during development. What we learned from these difficulties were how to communicate more effectively as a team to reassess our initial priorities such as reallocating more resources towards a certain task which requires it, and delegating tasks to other members based on immediate demands.