

Schedule Report for Sprint 3

Date: 01/12/2024 (format DD/MM/YYYY)

Sprint Number: Sprint 3

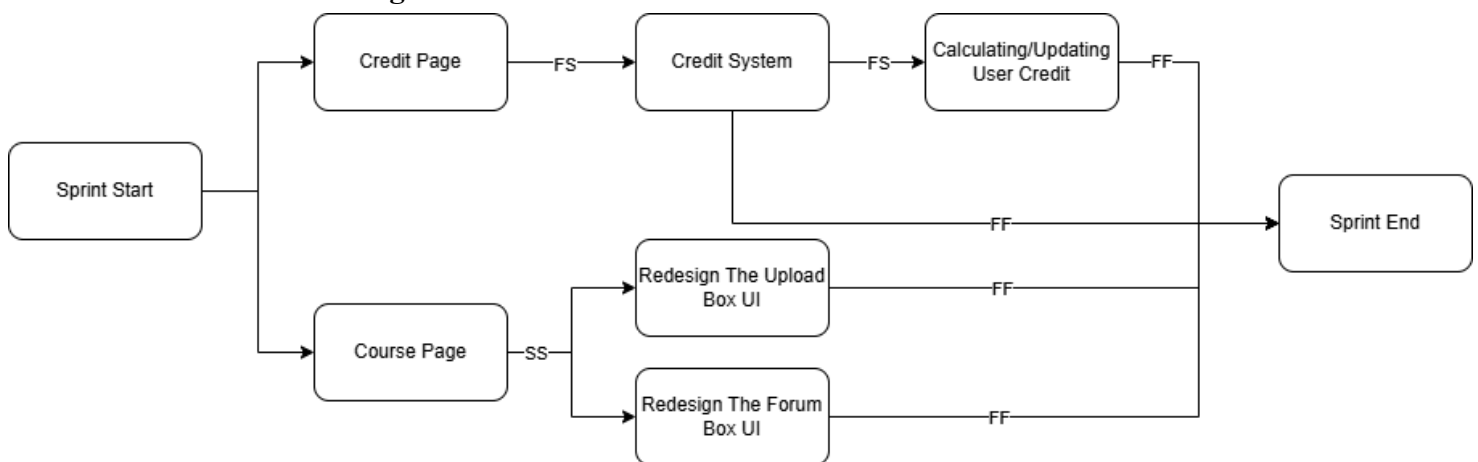
Team Members: Hien Le, Maya Shamir, Thomas Aziz

1. Task Dependencies and Network Diagram

Identified tasks and dependencies:

Task #	Task Description	Dependencies
1	UI for Credit Page	None
2	Credit System	None
3	Representing back-end data to credit page	1, 2
4	UI for Course Page	None
5	Visual for the Uploaded Syllabus Box	4
6	Visual for the Discussion Forum Box	4

Network Diagram:



2. Critical Path Identification

There are two critical paths for this sprint: the credit system in the credit page and the UIs in the course page. These two are critical paths since they have an essential role in the whole project. To explain, the credit path provides the credit data for the user and visually displays the credit amount to the user when requested. The course page objective for this sprint is to update the visuals for the upload and forum box, providing an easier way for users to use features such as displaying course information, uploading syllabi, ratings, and forums.

3. Keeping Sprint on Schedule

To keep all planned tasks on schedule we apply some strategies and practices. Conducting stand-up meetings could help each member in the group understand their

tasks, express any blockers or difficulties, and resolve any critical issues. Constructing the sprint planning document covers all the information that is required to complete through the sprint. Prioritizing tasks and keeping track of the time it takes for each branch in the network diagram helps to minimize any delays.

4. Issue and Lesson Learned

- **Issue:** Despite trying to keep track of the task and prioritize the workload, our team faced some challenges regarding setting up and establishing the database to store the uploaded syllabus, using Google Cloud storage.
- **Lesson Learned:** We need to manage our time and the workload better to make the sprint more efficient. Moreover, reconsidering putting stories on the active sprint board so that we can avoid dependencies that cost great points and the unexpected difficulties during the sprint will help greatly.