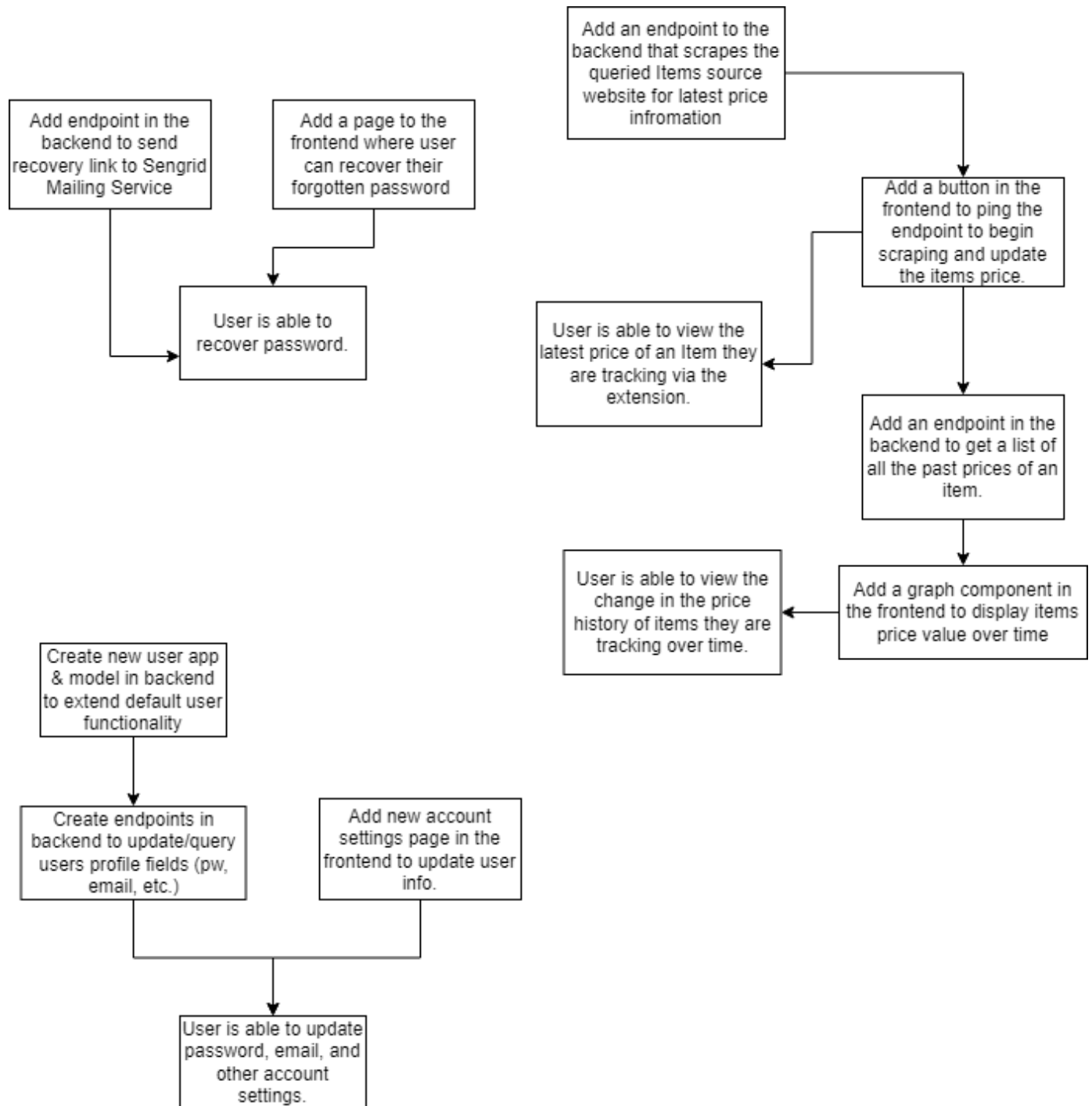
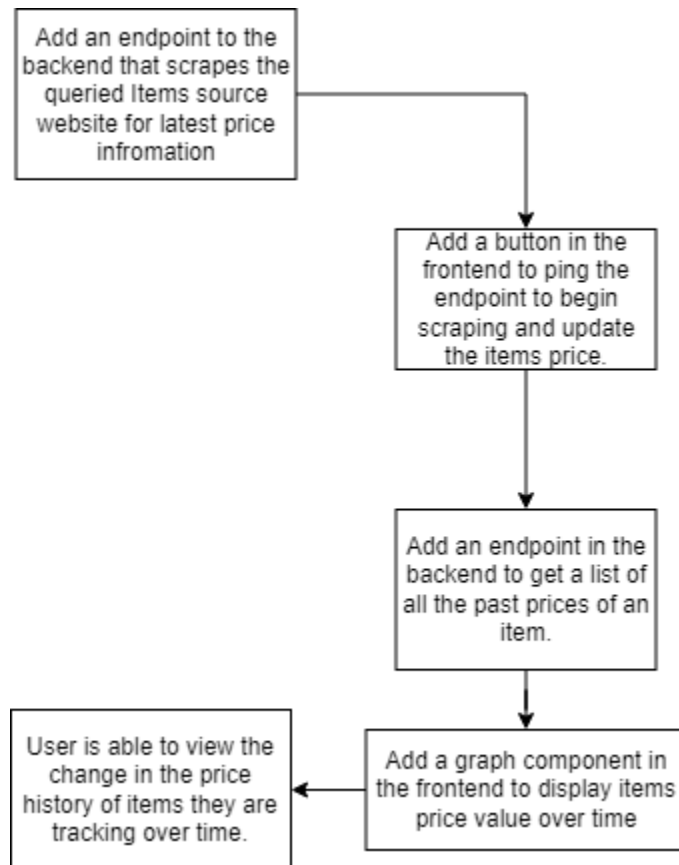


Schedule

Network Diagram



Main Critical Path:



The team experimented with increasing the number of collaborators per story last sprint. This worked for some stories but had poor results in terms of efficiency for other stories. For example, assigning tightly coupled tasks to different team members created a new challenge as tasks that could be completed by one developer required them to depend on another developer where they would have to balance each other's schedule and communicate to complete the feature. Hence, we focused on having 1 developer be in charge of closely related tasks. Furthermore, we were able to recognize the critical and blocking tasks from the network diagram and understand what is required from them. We focused on finishing these blocking tasks first so multiple tasks weren't delayed and blocked by each other into the later periods of the sprint.

We were not able to finish user story 6's backend task and user story 19 data filtering and sorting. This had less to do with the dependencies in the diagram and more to do with the team finishing the other 3 features. When the 3 features were finished, preparations were made for the demo by testing and cleaning up any remaining bugs with the extension.