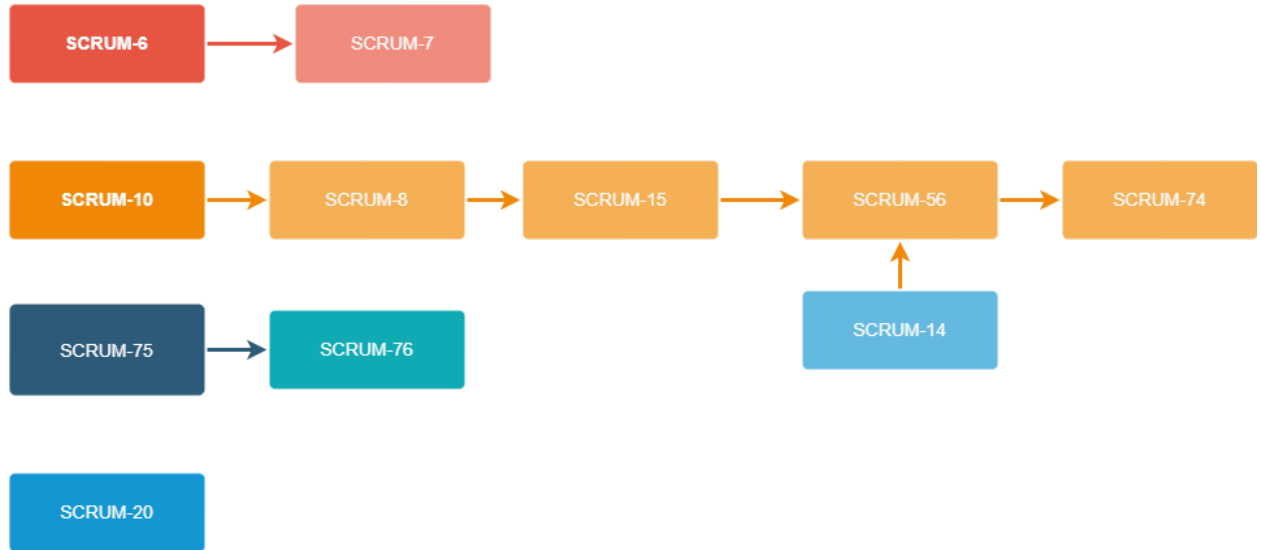# Sprint 4 Schedule Report

Network Diagram:

Scrum Task Titles

Below are the key Scrum tasks and their corresponding descriptions for Sprint 4:

- **SCRUM-6**: Implement receipt categorization

- **SCRUM-7**: Redesign receipt list/grid UI and upload view

- **SCRUM-8**: Build group creation and member management UI

- **SCRUM-10**: Finalize backend logic for group cost-splitting

- **SCRUM-14**: Implement recurring subscription detection

- **SCRUM-15**: Add in-app notification system for group/receipt actions

- **SCRUM-20**: Implement security validation and CSRF protection

- **SCRUM-56**: Integrate dynamic graph rendering for financial data

- **SCRUM-74**: Expand unit/integration tests across frontend/backend

- **SCRUM-75**: Finalize and align key screens with Figma designs

- **SCRUM-76**: Refactor UI for groups and subscriptions

Critical Path Explanation

The Critical Path for Sprint 4 was:
 SCRUM-10 → SCRUM-8 → SCRUM-15 → SCRUM-56

This sequence represented the core integration of group-related functionality. Group logic (SCRUM-10) and UI (SCRUM-8) needed to be completed before implementing notifications (SCRUM-15) and ensuring their effects were reflected in real-time analytics (SCRUM-56). Delays in any of these steps would have directly affected the delivery of collaborative features.

Keeping Sprint on Schedule

To ensure Sprint 4 stayed on track, the team implemented the following scheduling strategies:

- **Clear Deadline Milestones:** Key tasks had milestone dates (e.g., March 25, 27, 29, 31) to space out workload and ensure progressive delivery.

- **Parallel Work Allocation:** While one sub-team handled receipt and notification logic, another worked on UI refinements and graph rendering.

- **Front-Loading Complex Features:** Tasks with complex backend dependencies (SCRUM-10, SCRUM-14) were prioritized early in the sprint.

- **Focused Collaboration:** Mid-sprint check-ins helped align on shared components like group UIs and receipt filtering systems.

Sprint Outcome & Lessons Learned

Successful Completion:

All 22 story points committed were completed by April 2, two days before the sprint deadline.

Lessons Learned:

- **Value of Early Parallelization:** Splitting frontend/backend responsibilities early helped avoid idle time and dependency delays.

- **Continuous Feedback Loops Work:** Regular design–dev feedback improved alignment with Figma and prevented late-stage redesigns.