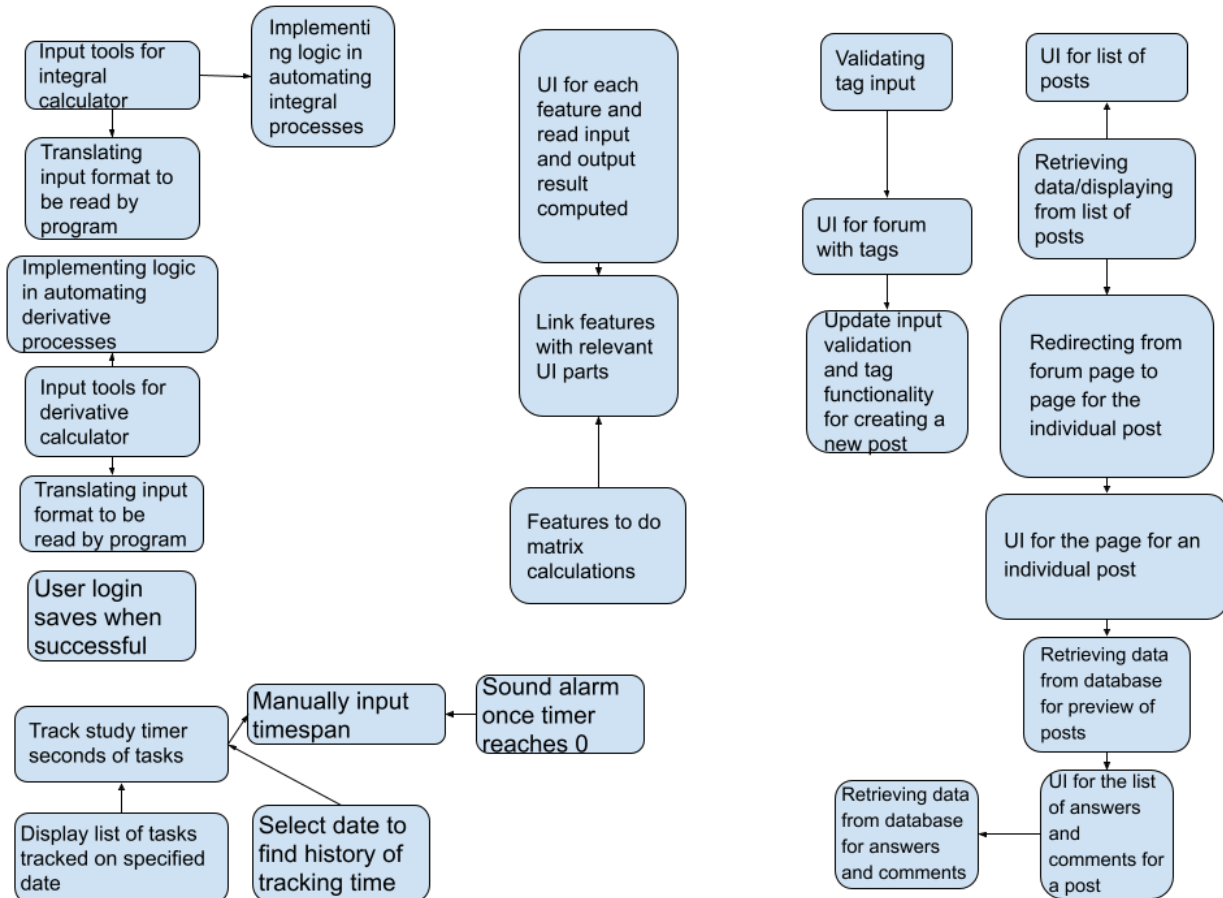# Network Diagram

The features implemented in the NoStruggle application are mostly distinct with little dependencies between separate features. Thus development on each feature can happen simultaneously. The critical path is the direction of the arrows for each user story/grouping of similar user stories.

Explain what you do to keep your sprint on schedule. In case you were unable to finish, explain (using your diagram) what did go wrong and what did you learn from it

The sprint remains on schedule by prioritizing getting the tasks that the arrows point outwards from done in the first week of the sprint. After the tasks are completed, they are pushed to dev so that progress on other tasks in the same sprint that rely on them can start.
During this sprint, holding longer standups was integral in keeping our sprint on schedule as these two weeks were littered with assignments and midterms. As shown in the diagram, our project contains multiple different unrelated features, and as a result there are multiple networks,

multiple critical paths (for timer, for forum, for calculator..) each requiring multiple trello tickets. This takes longer to implement because it involves creating new systems from scratch more often than patching existing features. Since this is the final sprint, we didn't focus on setting a goal for the number of story points to complete, instead we decided to get as many user stories finished as possible since leaving unfinished tasks for future sprints was no longer a possibility. Since critical paths were quite long, one story getting blocked meant several subsequent stories couldn't be worked on earlier. This meant that the interval of time in which a member could work on their specific story was affected by the progress of other members rather than the individual's available time.