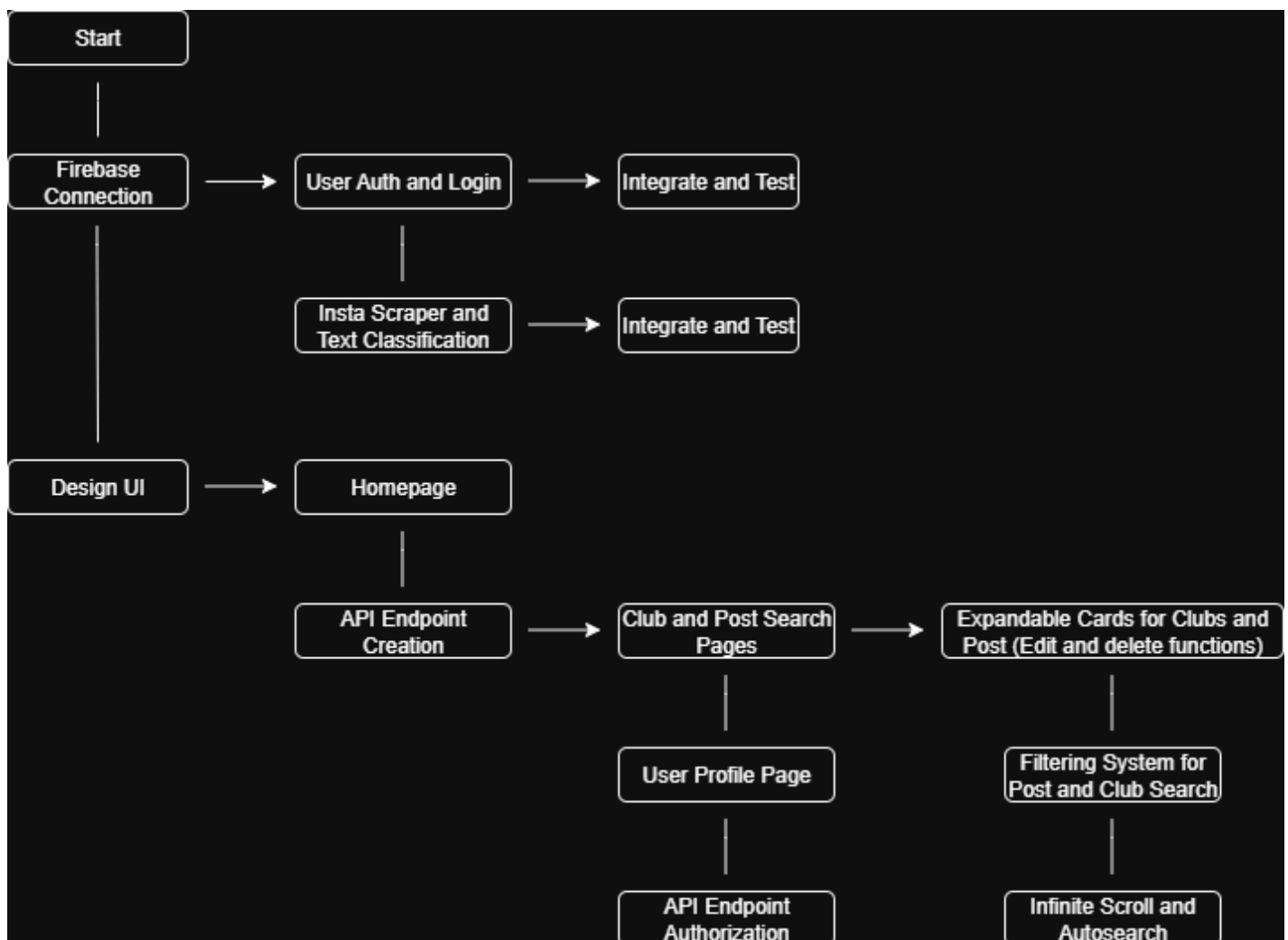


Network Diagram:

This network diagram represents all the tasks done so far and their dependencies and the tasks that were required to be finished beforehand. This diagram does NOT represent the ORDER of which we did the tasks, just the dependencies (Although sometimes the order is correct).

- " | " means that the task right above and right below this are **parallel tasks**, meaning the tasks didn't depend on one another and have the same dependency.
- "→" means that the task on the **left was required and/or completed before** the task on the right.
(This does **not** imply relation to other parallel branches.)
- If an arrow "→" is on a different line **with nothing to the left of it**, refer to the closest **parallel branch above** to find the originating task.



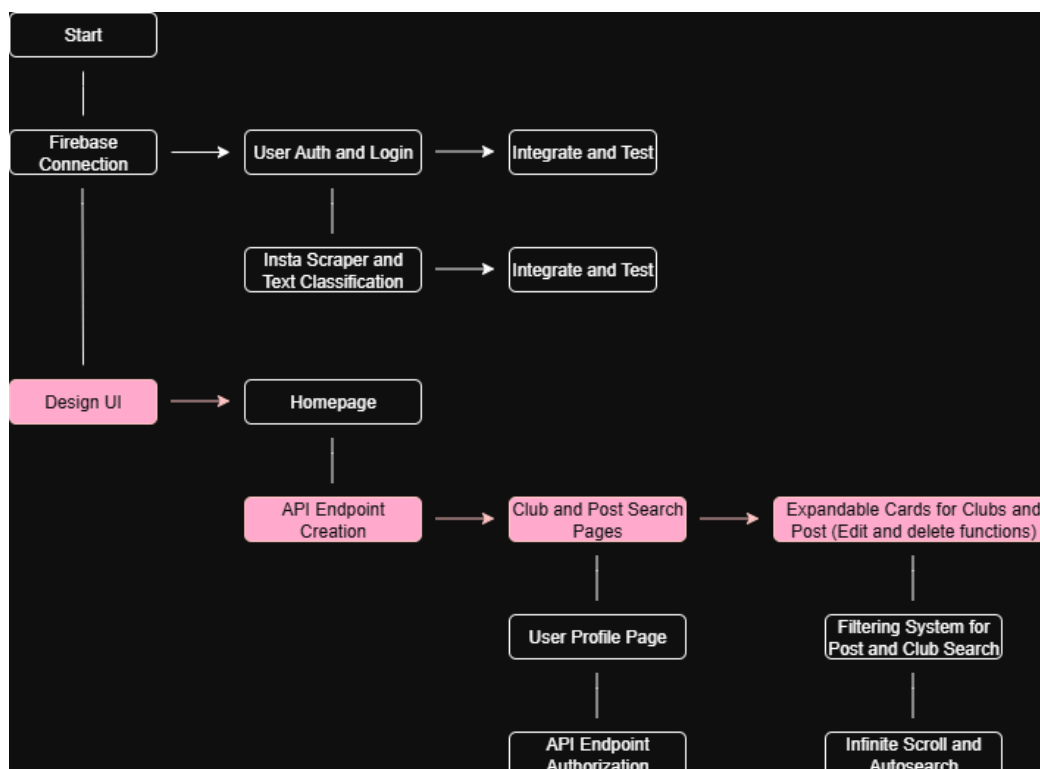
Task Dependencies:

The task dependencies talked about here are focused around the tasks completed in Sprint 2, but tasks in Sprint 2 depended on tasks finished in previous sprints which is mentioned in the “Depends On” section

Task	Depends On	Description
Design UI Components	UI + API	Expandable cards for clubs/posts
Request Authorization	API	Endpoints with proper authorization
Infinite Scroll & AutoSearch	UI + API	Dynamic content loading
Instagram Scraper	Firebase Connection	Backend bot development
User Profile Page	UI components	Custom user views
Integrate & Test	All above	Combine and validate functionality

Critical Path:

This represents the longest path of dependent tasks being completed (up until now) based on the network diagram since the tasks need to be dependent. The path is not accurate to the timeline of this project, meaning the tasks in the path are not completely in sequence of when they were done, but are in sequence of their dependencies.



Risk Areas:

Risk	What Could Go Wrong	Mitigation
No team planning before tasks	People build things that don't work together	Do group planning before starting complex tasks
Poor time management	Work piles up at the end, causing stress and rushing	Use time blocks and check-ins to pace work
Relying only on manual testing	Bugs slip through or break other features	Add automated tests (unit, integration)
Uncoordinated individual work	Developers go in different directions or duplicate work	Set shared rules or plans before individuals start coding