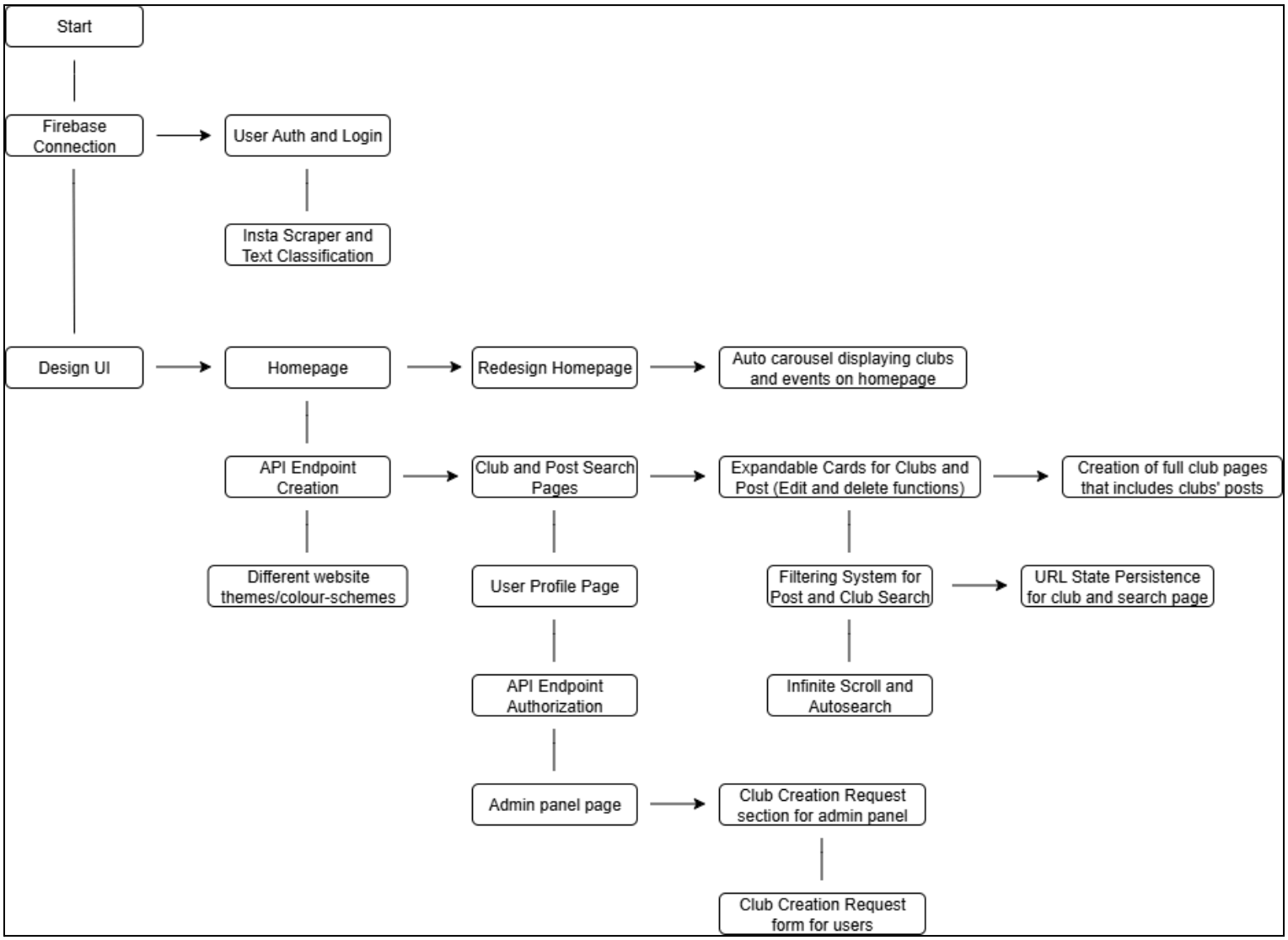
Network Diagram:

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.



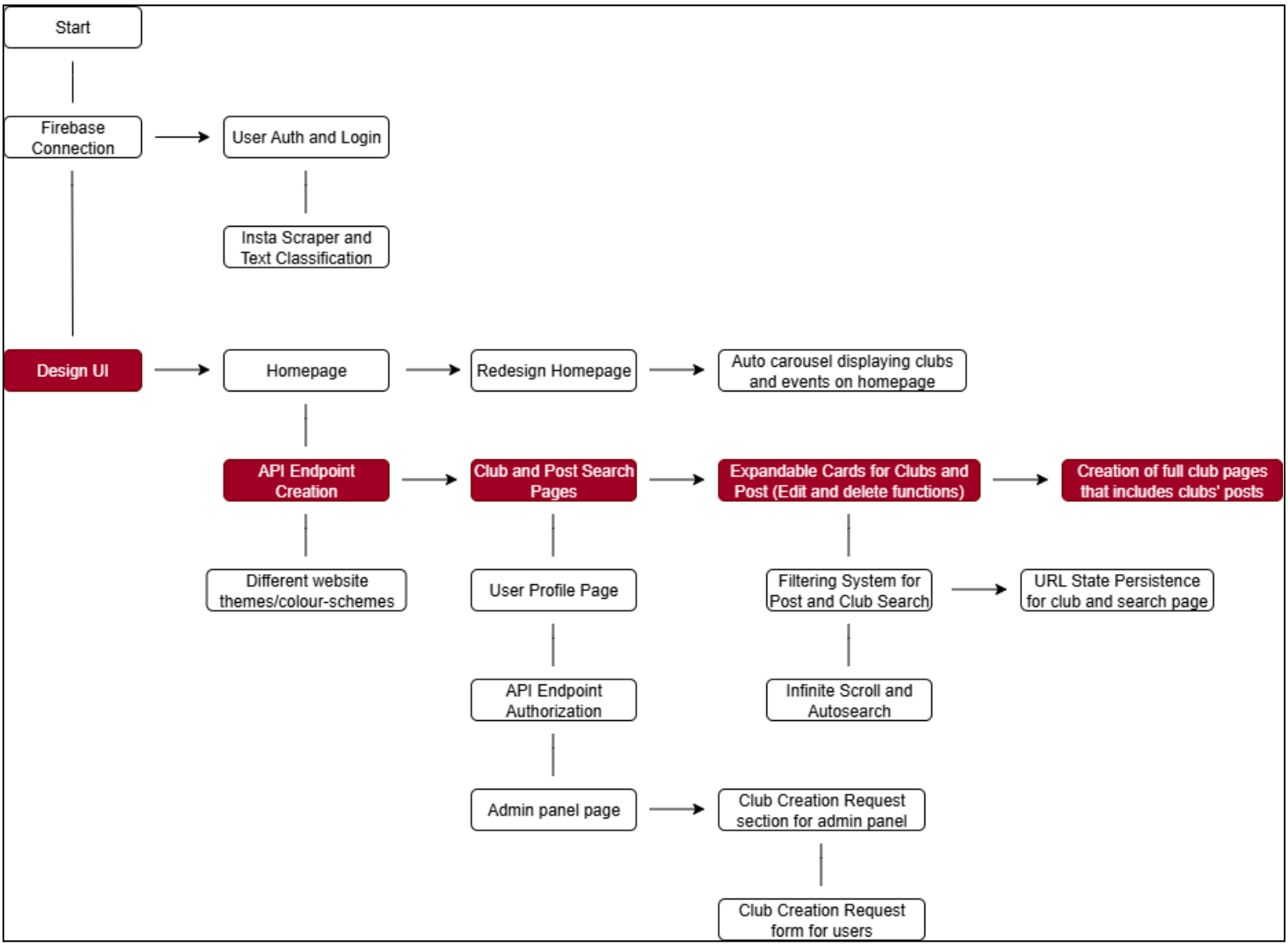
Task Dependencies:

The task dependencies talked about here are focused around the tasks completed in Sprint 3, but tasks in Sprint 3 depended on tasks finished in previous sprints which is mentioned in the “Depends On” section

Task	**Depends On**	**Description**
Redesigned Home Page	UI Components, Homepage	Modernized home page with event/club carousel
Club Page (All Posts)	API Endpoints, Club/Post Search, UI	Displays all posts related to a club
URL State Persistence	Club/Post Search, Filtering System	Maintains filters/search state in URL
Auto Carousel (Homepage)	UI Components, Event/Club Data, homepage	Rotating display for clubs and upcoming events
Club Request Form	UI Components, Firebase Connection	Users can submit new club creation requests
Club Creation Requests in Admin Panel	Club Request Form, API Endpoints, Admin panel page	Admin reviews/approves new club requests

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 Area	What Could Go Wrong	Mitigation Strategy
Underestimating Task Complexity	Simple tasks (like unit tests, state logic) take longer than expected	Group planning and effort estimates before starting major tasks
Skipped Time Blocking & Check-Ins	Work bunches up at the end; some tasks forgotten	Enforce regular time blocks and mid-sprint checklists
Fragmented UI/UX Development	Inconsistent styles or features that don’t fit together	Standardize UI components and review theming before merging
Integration Issues (API/UI)	Backend and frontend break each other; late discovery of incompatibilities	Early definition of API contracts and regular joint backend/frontend check-ins