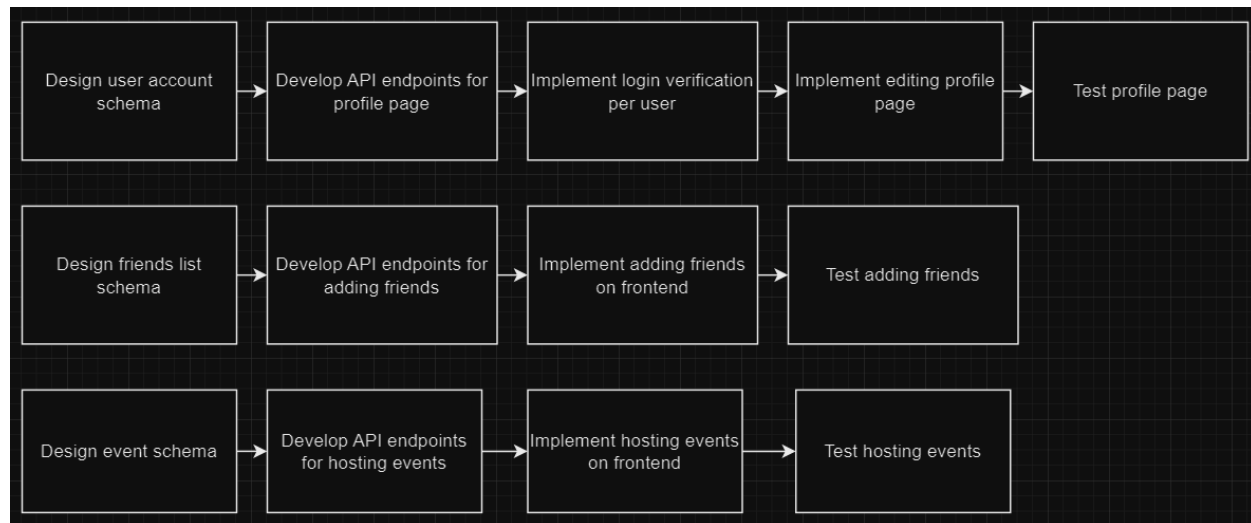Network Diagram

The critical path is probably either friends or events, because those deal with some form of association between 2 entity sets, which might take more time to comprehend and implement.

To keep our sprint in schedule, we attempt to finish our own individual parts as soon as possible, so that we can help each other with any blockers.

We were unable to fully implement sending a friend REQUEST, only able to add friends directly. We also were unable to see hosted events, we can only host events that are stored in database and nothing else. What we learned was that trying to do all this with 3 people for the first week and a half was not really feasible (we got a 4th member after), and also to make sure to speak up when encountering a blocker, as soon as we can, so we can deal with it as fast as possible.