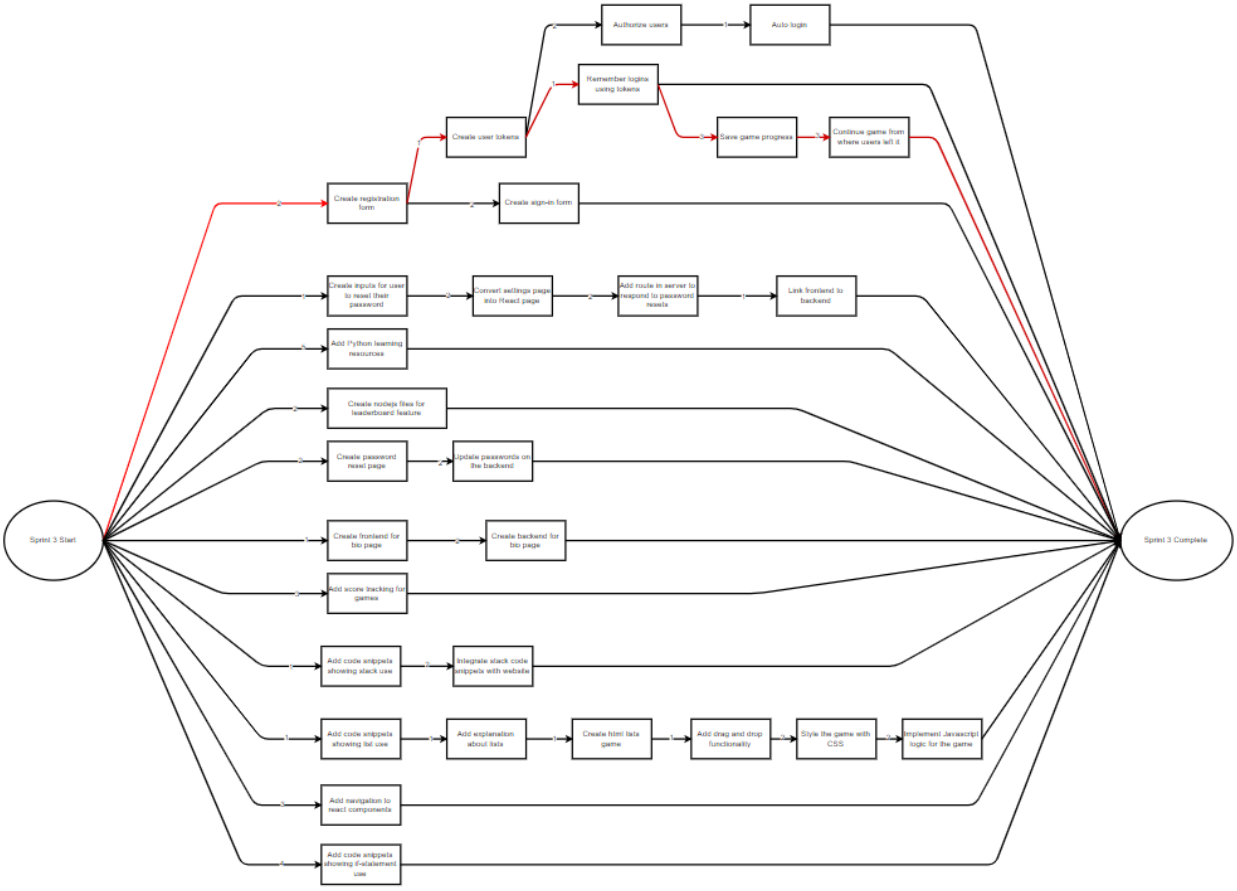
Network Diagram



Task	Time	Dependencies	CP
Create registration form	2		*
Create inputs for user to reset their password	1		
Add Python learning resources	5		
Create nodejs files for leaderboard feature	2		
Create password reset page (HTML)	2		
Create frontend for bio page	1		
Add score tracking for games	3		
Add code snippets showing stack use	1		
Add code snippets showing list use	1		
Add navigation to react components	3		
Add code snippets showing if-statement use	4		
Create user tokens (for remembering logins)	1	Create registration form (2)	*
Create sign-in form	2	Create registration form (2)	
Convert settings page into React page	2	Create inputs for user to reset their password (1)	
Update passwords on the backend	2	Create password reset page (2)	
Create backend for bio page	2	Create frontend for bio page (1)	
Integrate stack code snippets with website	2	Add code snippets showing stack use (1)	
Add explanation about lists	1	Add code snippets showing list use (1)	
Authorize users (who log in)	2	Create registration form (2), Create user tokens (1)	
Remember logins using tokens	1	Create registration form (2), Create user tokens (1)	*
Add route in server to respond to password resets	3	Create inputs for user to reset their password (1), Convert settings page into React page (2)	
Create html lists game	1	Add code snippets showing list use (1), Add explanation about lists (1)	

Table continued on the next page

Auto login (users who are authenticated)	1	Create registration form (2), Create user tokens (1), Authorize users (2)	
Save game progress (on logout, exit, or crash)	3	Create registration form (2), Create user tokens (1), Remember logins using tokens (1)	*
Link frontend to backend (for the password reset page)	1	Create inputs for user to reset their password (1), Convert settings page into React page (2), Add route in server to respond to password resets (3)	
Add drag and drop functionality (to the list game)	1	Add code snippets showing list use (1), Add explanation about lists (1), Create html lists game (1)	
Continue game from where users left it (on re-entry)	3	Create registration form (2), Create user tokens (1), Remember logins using tokens (1), Save game progress (3),	*
Style the (list) game with CSS	2	Add code snippets showing list use (1), Add explanation about lists (1), Create html lists game (1), Add drag and drop functionality (1)	
Implement Javascript logic for the (list) game	2	Add code snippets showing list use (1), Add explanation about lists (1), Create html lists game (1), Add drag and drop functionality (1), Style the game with CSS (2)	

The network diagram and table on pages 1-3 represent the tasks for sprint 3 and each task's dependencies. The critical path for sprint 3 was the path involving DREAM-32 (single sign-on [SSO]) and DREAM-25 (save game progress on logout) which contained 5 tasks and was worth 10 units of time.

To keep our sprint in schedule, we held daily meetings where each group member updated the team with their progress on their assigned user stories. This encouraged each group member to start their user stories early so they would have something to present for each meeting. We also held an early sprint 3 planning meeting to assign tasks for sprint 3. This allowed our group start on sprint 3 user stories early, thus increasing the amount of story points each group member could undertake.

At the end of sprint 3, we were unable to finish DREAM-25 (SSO) and DREAM-32. The task "create registration form" was harder than we anticipated due the team's lack of experience with building React components and APIs. The group spent a lot of time building the Node.js API responsible for updating the database with new accounts. Afterwards, we spent many days converting our existing HTML registration page into a React component which could communicate with our Node.js API. This left little time for us to implement JWT tokens (SSO) and game progress saving. What we learned from

this experience is that we should account for the time it takes to switch to a React framework and reduce our sprint velocity accordingly.