This sprint, we took care to ensure our user stories could be created as independently as possible. As a result, the critical path is split across multiple user stories, but generally flows from creating the assessment frontend to connecting the ends of the problem recommender.

To keep our sprint on track, we made sure to communicate needs between members with tasks that were heavily dependent on each other and that had many other tasks they depended on (such as creating the assessment frontend and making descriptions for categories).

We also ensured there was a full-stack team at the end of the sprint in charge of connecting everything up, to alleviate possible issues with teams blending together. In the graph, this is reflected by the end of each path being a connection task. Adding in this practice gave us better organization in the sprint, alleviating any possible issues that may have arisen with the code had we just left each frontend/backend team to connect frontend and backend themselves. This also helped create less stress on demo day, where instead of there being too many people trying to code and wasting a lot of time overwriting each other's progress, a small team ensured a quality product on a demo computer decided upon by that team.