Group Reflection: End of Iteration #1

**What went well?**

We finally have a direction in where we are going with the project and are able to make edits and changes. This is about the only thing that went well or right so to speak.   
  
**What went wrong?**  
  
A lot of things. Getting started on the project was difficult as the team spent a lot of time discussing what builders we should be using and how we are going to approach it. This was the biggest challenge, as this caused us to be set-back on the project constantly.

**What complications arise?**

One of the big complications that arise is we are working at 75% manpower. While this is still a good standing of manpower that is able to work on the project, we as a team (meaning all four of us) agreed on the following: time to meet, tasks that we are assigned for the Iteration and communication. Our 4th hasn’t been very vocal or attentive which causes the team to question if he is able to perform the task he was assigned.

On the website end, to continue with one of the websites, in this case Slap Shot Decal, we need information/picture, to add into the website.

For Creation Connection, we have to evaluate carefully on whether the changes we want to make for the website.   
  
**How do we plan to resolve the issues we encountered this iteration?**

We as a team agreed that we have a way to get started and the tools needed to do the work. As long as we communicate on what is done and where and attend the weekly meetings that we agreed on we will be making headway. With Iteration 2 we plan to start adding content into the webpage, or looking more thoroughly into what changes can be made (pending on the client’s website we are working on).

For Slap Shot because it is new, we will be slowly adding life into the website.

For Creation Connection, some changes will be made around the website but, it will be changes where it accommodates the website accordingly.