During this Iteration we were able to complete the following tasks:

* Review Prototype and ID shortcomings and adjustments
* Plan UI components
* Complete Architecture Document
* Completed Sample Migrations
* Design User Guide and completed sections established by the prototype
* Implement the Goals and Budget Component

Things went fairly well for us during this iteration. We were able to review the problems with our prototype and able to come up with better solutions for how we want to implement the Budget component and integrate it with the Goals component. In addition, we were able to decide we needed to switch our assumptions on how we were identifying users and reworked our database schema to better conform to professional practices. While this iteration was short on development we did get a lot of work done designing the rest of our system and completing the necessary documentation. However, we did of course have some things go wrong. Our major flaw in planning for this iteration is we misidentified the risks associated with spring break. We overestimated our amount of free time and our ability to communicate effectively while not having face-to-face meetings to discuss issues. Another issue that we faced, and are currently facing is how to not only integrate the Budget, Goals, and Rewards components, but how to integrate multiple users into that model.