# Teams

The Fleets module in SkyDeck serves as your organizational repository containing all available assets such as pilots, drones, and payloads used for data collection projects and missions. The Teams feature on SkyDeck allows you to establish deployable units called teams, which can be assigned to specific projects. The assets within the team are utilized to execute missions and milestones under the project. After project completion, the team can be disbanded or reassigned for a new project.

This article covers the following features:

- Creating a Team
- Assigning Teams to a Project
- Releasing a Team

Creating a Team

1. Navigate to the **Fleets** Module and click on the **Create New team** option.

Create New Team
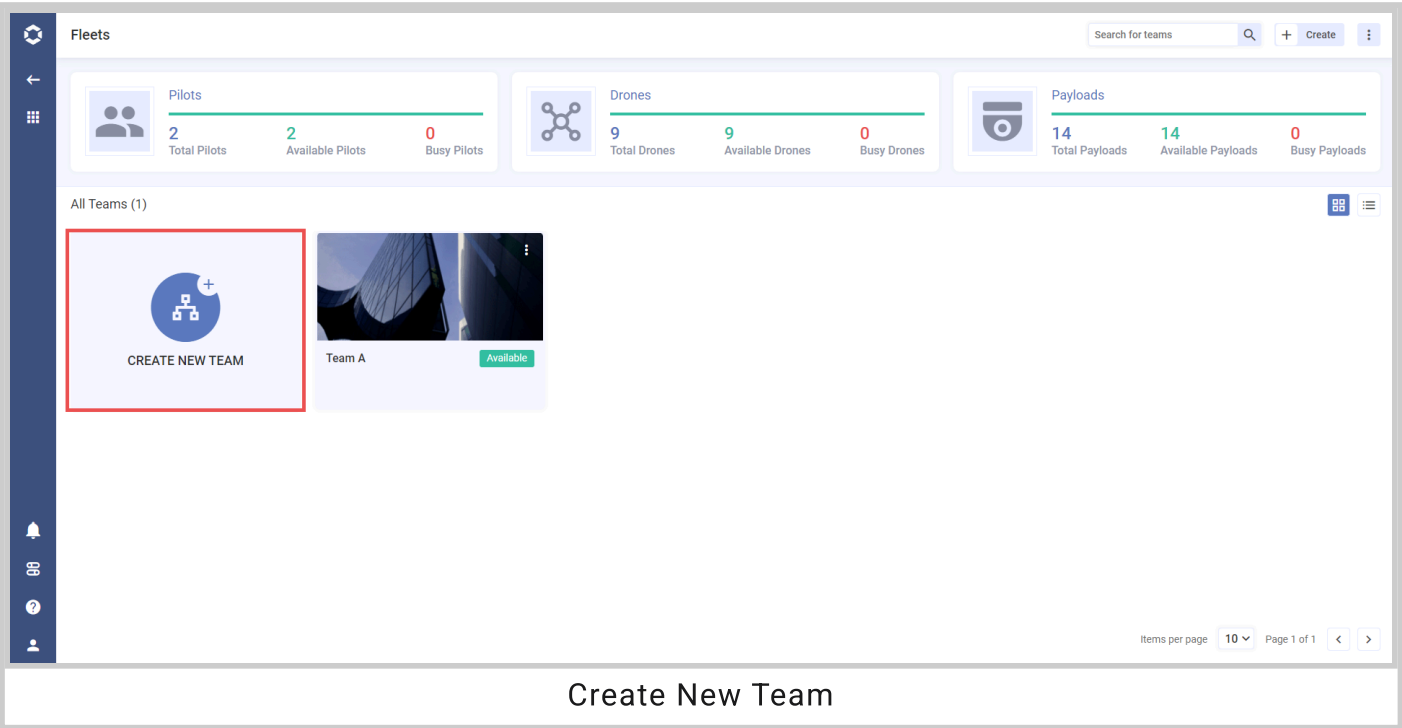
2. **Create team** page is displayed.

Create team

Enter the following detail:

Field	Description
Team Name*	Enter a name for the team.
Team Description	Enter any details that helps describe the team that you are creating.
Projects	Select any active project that you want to map with this team
Milestones	Assign the team to an individual milestone from the selected team
Select Resources*	Select the Pilot, Drones and Payloads that are part of this team You can select 1 Drone, 1 Pilot and multiple Payloads

> It is optional to define the team's Project and Milestone. You can change this at any time using the edit team option. You may also do this assignment when creating a new project in the Projects Module. This team assignment makes sure only the assigned teams can be used to execute a mission created under the respective Project or Milestones. One team can only be mapped to one project, however a project can have multiple teams assigned.

3. Click on the **Save Team** option. The created team will be displayed under the teams section in the fleets module.

Assigning Teams to a Project

There are two way you can assign a team to a project.

1. While creating a team, select the required active **Project** and/or **Milestone** from the respective optional drop-downs. This method is most useful when your project has been setup before you create the team.
2. You can also assign teams when **creating a Project**. Once the project details are entered, select from the available teams to automatically assign them to that project. This method is most useful when the team is already setup before you create the project.

Releasing a Team

Once a project is completed, the team can either be re-assigned to another Project or it can be released, allowing for the individual resources to be used for creating a different team. To release the resources from a team you can:

1. Navigate to the **Fleets Module** and hover over the team that you want to release.
2. Click on the 3-dots option on the top right and select **Release Team** option from the menu. Confirm your action to complete the process.