**Critique on Iteration 1**

**By: Chris Milburn, Jason Kraft, Ryan Chilton, Kevin Wong, Lingjie Ye**

Upon reviewing the report of Iteration 1 and reviewing the application submitted to us, we have come up with the following critique.

The summary of the report is very short and sweet. It is as long as it needs to be and sums up everything in the report, and where everything can be found. The progress of the iteration is very hard to understand. It would be easier to include the features in the same section as the progress of the iteration instead of referencing an appendix to look up the features that were implemented. It would also have been very useful to view the iteration deadlines of the features to see when features should have been implemented without going to look up the information in a previous iteration report.

The weekly snapshots of the storyboard were too small to see what was actually happening. It would have been more useful to have the separate sections of the storyboard blown up into larger pictures in order to be able to read the stories written on the cards.

The section with the plan for iteration 3 does not address the defects identified in iteration 2. It would be very useful to know what is wrong with the application at the current time.

When testing the application, many small annoyances were found. All of the buttons on all of the tabs are unreachable unless if you hide the start menu. Even trying to resize the window did not work. Finding a way to have the buttons always end up on the screen preferably over the table containing the information would be a valuable quality. The tables for all of the tabs are very crowded. Separating the tables into multiple smaller tables would be much more useful. Only the very important information should be displayed on the first tables of the sections, such as name, and where they might be located. Otherwise the application seems very basic and easy to use. Also, it was felt that the general layout was lacking. The tables were very long stretched out therefore leaving plenty of “white-space” on the lower half of the application that could be made to better use.

The communication between groups was much better this time. The deliverables were sent to us at a very feasible time. The response time to emails was much better this iteration compared to last iteration. Overall, the project is looking more and more promising as time goes by.