**Team 4 – Iteration One Review**

* **What went well**
  + Ahead of schedule for iteration one
  + Paperwork due/upcoming is done and submitted up through iteration 3.
  + All tasks were completed
  + Bugs were found and addressed in current iteration, no carry over to iteration 2
  + Weekly meetings on Mondays for an hour or so with positive outcomes and code review
  + Members willing to meet with others to help with questions, problems, etc.
  + Entire app is setup, DB, Front End and Server. Styling is setup and applied globally.
    - API’s and middleware created for pages needed so far.
  + Examples are present in master for how to do anything needed for the project
    - How to make a…
      * Component
      * Model
      * Controller
      * Styles
      * Page/ Container
      * Routes
* **What went wrong**
  + Communication participation is not very strong
  + Group seems to be partially active, but not all.
  + Ramp up on learning technologies and setting up environment on everyone’s machines
  + One meeting had 4/5 members (good), second meeting only had 2/5.
    - No communication that no one else was coming
* **Current risks moving forward**
  + Not enough dedication/ time committed per week by each team member
  + People will fall behind very quickly as the iterations will move quicker and less time for learning (Learning was expected in iteration 1)
  + Two/Three people out of five had good communication, but there is the change that all the work may not be done all members/ only two or so people doing all the work.
* **Actions**
  + Discord channel was created for screen sharing and collaboration for when people are on and coding.
  + Get everyone communication and more active in the channels.
  + Knowledge of technology and tutorials need to be increased
  + Accountability for non-active members
  + Get everyone’s schedules and make accommodations so we can have full team meetings or the majority each time.