

Sprint Planning Meeting Minutes

Attendees:

- **Isis Gomez – Product Owner**
- **Manuel Conrad**
- **Michael Novas**
- **Kirei Hausheer**
- **Joaquin Prado**

Start Time: 3:00 P.M.

End Time: 4:00 P.M.

Team Velocity

The velocity of the team was estimated to be 20 story points for this sprint.

User Stories for Sprint 1

The product owner chose the following user stories to be completed during this sprint. They are ordered based on their priority:

- **User Story #1:** Develop the user authentication system for the PWA, including secure login and multi-factor authentication. *(5 story points)*
- **User Story #2:** Create the phishing awareness training module with interactive, game-like scenarios and feedback. *(8 story points)*
- **User Story #3:** Implement the user progress tracking system to log quiz scores, time spent, completed modules, and earned badges. *(7 story points)*

Team Member Assignments

- **Isis Gomez:**
User Story #1 – Develop the login functionality and research secure authentication methods.
- **Manuel Conrad:**
User Story #2 – Design and build the phishing awareness module and create interactive training scenarios.

- **Michael Novas:**
User Story #3 – Implement the progress tracking system and integrate scoring logic.
- **Kirei Hausheer:**
User Story #4 – Assist Manuel with scenario development and ensure alignment with training objectives.
- **Joaquin Prado:**
User Story #5 – Test the login functionality and provide feedback on module usability.

Sprint Goals

- Develop a secure authentication system for the PWA, including password storage best practices and multi-factor authentication.
- Build the phishing awareness training module featuring interactive game-like scenarios and realistic examples.
- Implement a progress tracking system to monitor user activity, performance, and completion.
- Establish initial workflows for scenario development and module testing to ensure consistent progress.

Additional Notes

- Daily scrum meetings are scheduled from 8:00 A.M. – 9:00 A.M., Monday through Friday.
- All updates, documents, and deliverables will be shared through the team's Google Drive folder.
- Any blockers should be reported immediately during daily scrums to avoid delays.

End of Meeting Notes