

Daily Scrum Meeting Minutes 9:

Attendees: Manuel Conrad, Isis Gomez, Michael Novas, Kirei Hausheer, Joaquin Prado

Start time: 7:00 P.M.

End time: 8:00 P.M.

Manuel Conrad

- **Hours worked since last meeting:** 3 hours
- **What was done since the last scrum meeting?**
Finalized feedback explanations for the third phishing scenario.
- **What is planned to be done until the next scrum meeting?**
Begin integrating phishing scenarios into the training module's game flow.
- **What are the hurdles?**
Ensuring feedback appears consistently after each user choice.

Joaquin Prado

- **Hours worked since last meeting:** 3 hours
- **What was done since the last scrum meeting?**
Completed QA testing on phishing scenario scoring system; noted minor calculation bugs.
- **What is planned to be done until the next scrum meeting?**
Continue dashboard QA testing with new PDF export filters.
- **What are the hurdles?**
Some bugs require coordination with Michael to resolve export-related issues.

Michael Novas

- **Hours worked since last meeting:** 3 hours
- **What was done since the last scrum meeting?**
Implemented export filters (by user, by module) into the dashboard.
- **What is planned to be done until the next scrum meeting?**
Work with Joaquin to address QA-reported export bugs.
- **What are the hurdles?**
Troubleshooting data formatting conflicts during export.

Kirei Hausheer

- **Hours worked since last meeting:** 3 hours
- **What was done since the last scrum meeting?**
Adjusted phishing visuals for better scaling on small screens.
- **What is planned to be done until the next scrum meeting?**
Test visuals in the live game flow with Manuel.
- **What are the hurdles?**
Aligning image placement with game logic transitions.

Isis Gomez

- **Hours worked since last meeting:** 3 hours
- **What was done since the last scrum meeting?**
Oversaw integration of MFA, phishing, and dashboard modules into a unified demo flow.
- **What is planned to be done until the next scrum meeting?**
Conduct end-to-end demo test to confirm module interoperability.
- **What are the hurdles?**
Coordinating fixes across modules while keeping the demo stable.