

Sprint Planning Meeting Minutes:

Attendees:

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

Start Time: 7:00 P.M.

End Time: 8:00 P.M.

Team Velocity

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

User Stories for Sprint 3

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

- **User Story #8: Enhanced MFA Demo Readiness (5 story points)**
Finalize mobile compatibility and prepare a clean demo version.
- **User Story #9: Phishing Game Finalization (7 story points)**
Add 3 scenarios (2 fake, 1 real), ensure consistent feedback and scoring system.
- **User Story #10: Dashboard Enhancements (5 story points)**
Improve UI readability and add initial export-to-PDF functionality.
- **User Story #11: Progress Tracker Integration (3 story points)**
Tie modules (MFA, phishing, badges) into unified progress display.

Team Member Assignments

- **Isis Gomez**
 - User Story #8: Oversee MFA improvements, coordinate demo readiness.
- **Manuel Conrad**
 - User Story #9: Finalize phishing content and scoring logic.
- **Michael Novas**

- User Story #10: Lead dashboard UI and export-to-PDF functionality.
- **Kirei Hausheer**
 - User Story #9: Support phishing game refinement and user testing.
- **Joaquin Prado**
 - User Story #11: QA across modules and update integration checklist.

Sprint Goals

- Deliver a **demo-ready PWA** with working MFA, phishing game, and dashboard.
- Ensure modules integrate seamlessly into one training experience with a progress tracker.

Additional Notes

- Demo readiness is the top priority for Sprint 3.
- Non-critical improvements may be carried into Sprint 4 if needed.

End of Meeting Notes