

Sprint Planning Meeting Minutes:

Attendees:

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

Start Time: 6:00 PM

End Time: 7:00 PM

Team Velocity:

The velocity of the team was estimated to be 25 story points for this sprint.

User Stories for Sprint 4:

The product owner selected the following user stories for this sprint, prioritized by importance:

- User Story #1: Finalize performance reporting dashboard (8 story points)
- User Story #2: Enhance UI/UX design across modules (7 story points)
- User Story #3: Implement export and feedback summary features (6 story points)
- User Story #4: Conduct module integration testing and debugging (4 story points)

Team Member Assignments:

Isis Gomez:

User Story #1 – Oversee dashboard integration and verify accuracy of score data connections.

Manuel Conrad:

User Story #2 – Refine phishing and training module content; improve clarity and visual layout.

Michael Novas:

User Story #1 & #3 – Handle backend data integration, dashboard export, and feedback automation.

Kirei Hausheer:

User Story #2 – Enhance overall visual design, accessibility, and responsive UI adjustments.

Joaquin Prado:

User Story #4 – Perform comprehensive module testing, debug navigation issues, and document test results.

Sprint Goals:

- Finalize and integrate all simulator components into a cohesive system.
- Ensure consistent UI/UX across modules with improved accessibility.
- Add reporting dashboard and export capabilities for results.
- Conduct complete end-to-end testing to prepare for the upcoming sprint reviews.

Additional Notes:

- The team will maintain daily scrums at 7:00 PM to monitor progress and report blockers.
- All modules (Spot the Phish, PassMaster, Threat Hunter) must function seamlessly for demonstration.
- Focus remains on stability, polish, and preparing the simulator for the Sprint 5 enhancements and showcase readiness.