

Sprint Planning Meeting Minutes – Sprint 5

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 team's estimated velocity for this sprint is **40 story points**.

User Stories for Sprint 5:

The product owner selected the following user stories for Sprint 5, ordered by priority:

- **User Story #1:** Finalize integration of “Spot the Phish” game into Wix site (5 story points).
- **User Story #2:** Add PassMaster module to main dashboard with navigation buttons (5 story points).
- **User Story #3:** Refine Threat Hunter UI elements and feedback logic (5 story points).
- **User Story #4:** Optimize page loading and layout consistency across devices (5 story points).
- **User Story #5:** Add educational video page with YouTube embedding (3 story points).
- **User Story #6:** Test all game modules for accuracy and bugs (4 story points).
- **User Story #7:** Refine site accessibility and navigation menu (3 story points).
- **User Story #8:** Write and upload final User Manual draft (3 story points).
- **User Story #9:** Add Privacy Policy, Accessibility Statement, and Terms pages (4 story points).
- **User Story #10:** Conduct internal testing and collect feedback (3 story points).

Team Member Assignments:

- **Isis Gomez:**
 - User Story #5 – Add educational video page with YouTube embedding.

- User Story #8 – Write and upload final User Manual draft.
- **Manuel Conrad:**
 - User Story #2 – Add PassMaster module to main dashboard.
 - User Story #10 – Assist with internal testing and feedback.
- **Michael Novas:**
 - User Story #1 – Finalize “Spot the Phish” integration.
 - User Story #6 – Support module testing.
- **Kirei Hausheer:**
 - User Story #3 – Refine Threat Hunter UI and feedback logic.
 - User Story #7 – Improve site accessibility and navigation.
- **Joaquin Prado:**
 - User Story #4 – Optimize page loading and layout consistency.
 - User Story #9 – Add Privacy, Accessibility, and Terms pages.

Sprint Goals:

- Fully integrate all game modules into the main Wix application.
- Improve navigation, accessibility, and UI consistency across pages.
- Add educational and compliance sections (videos, policy pages).
- Perform complete internal testing and documentation updates.

Additional Notes:

- Daily scrums will be held Monday through Friday, 7:00 PM – 8:00 PM.
- All team members are expected to work a minimum of 3 hours daily.
- Testing feedback will be documented in a shared Google Drive folder.
- Any blockers or design inconsistencies should be discussed during the daily scrum.