

Daily Scrum Meeting Minutes 7 — Sprint 6

Attendees:

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

Start Time: 7:00 PM

End Time: 8:00 PM

Isis Gomez

How many hours have I worked since the last meeting?

3 hours

What was done since the last scrum meeting?

- Completed editing the second instructional video
- Tweaked subtitle timing for improved readability
- Added new descriptive labels to video sections on the Wix page

What is planned to be done until the next scrum meeting?

- Begin editing the third video (gameplay highlights)
- Review the first two videos with Michael for final corrections

What are the hurdles?

- Some transitions need re-timing to sync with narration and screen changes

Manuel Conrad

How many hours have I worked since the last meeting?

3 hours

What was done since the last scrum meeting?

- Completed full testing of Spot the Phish scoreboard and result messages
- Logged 2 minor inconsistencies for Joaquin to fix

What is planned to be done until the next scrum meeting?

- Start reviewing final Threat Hunter logic
- Check consistency in feedback pop-ups across all modules

What are the hurdles?

- One pop-up animation occasionally overlaps with question text

Michael Novas

How many hours have I worked since the last meeting?

3 hours

What was done since the last scrum meeting?

- Reviewed first two edited videos for pacing and clarity
- Performed a mobile view UX check for the Watch & Learn page

What is planned to be done until the next scrum meeting?

- Test video performance on different devices
- Assist Isis with selecting gameplay moments for the third video

What are the hurdles?

- Two videos take slightly longer to buffer on older iPhones

Kirei Hausheer

How many hours have I worked since the last meeting?

3 hours

What was done since the last scrum meeting?

- Applied final visual polish to homepage and module cards
- Updated icon spacing and button styles for uniformity

What is planned to be done until the next scrum meeting?

- Create visual overlays for the gameplay video
- Review color consistency across newly updated sections

What are the hurdles?

- Matching overlay colors perfectly with all module themes

Joaquin Prado

How many hours have I worked since the last meeting?

3 hours

What was done since the last scrum meeting?

- Fixed minor inconsistencies in module scoring logic
- Continued low-priority bug cleanup on multiple views

What is planned to be done until the next scrum meeting?

- Begin final performance optimization pass
- Validate alt text for newly added video elements

What are the hurdles?

- Video preview thumbnails display differently across browsers