

Sprint Planning 2 - Meeting Minutes:

Attendees: Mateo Escobar, Nikohl Fuentes, Ryan Hamel, Sebastian Medina, Marian Mora

Start time: 1:30 P.M.

End time: 2:00 P.M.

After discussion, the velocity of the team was estimated to be **11 story points**.

The product owner chose the following user stories to be done during the next sprint. Their story points are denoted based on their priority.

- **User Story 17:** Figure out how to take our geolocation data and associate with our logs (2 points).
- **User Story 18:** Begin working on how to create our complete attack map (3 points).
- **User Story 19:** Perform regular log validation to ensure logs are being correctly ingested and parsed by Microsoft Sentinel (4 points).
- **User Story 20:** Perfect the JSON file to properly show all aspects of the attack map required, using Azure's workbooks (2 points).

The team members indicated their willingness to work on the following user stories.

- **Mateo Escobar:**
 - **User Story 17:** Figure out how to take our geolocation data and associate with our logs (2 points).
 - **User Story 18:** Begin working on how to create our complete attack map (3 points).
- **Nikohl Fuentes:**
 - **User Story 18:** Begin working on how to create our complete attack map (3 points).
 - **User Story 20:** Perfect the JSON file to properly show all aspects of the attack map required, using Azure's workbooks (2 points).
- **Sebastian Medina:**
 - **User Story 18:** Begin working on how to create our complete attack map (3 points).
 - **User Story 20:** Perfect the JSON file to properly show all aspects of the attack map required, using Azure's workbooks (2 points).

- **Marian Mora:**
 - **User Story 17:** Figure out how to take our geolocation data and associate with our logs (2 points).
 - **User Story 18:** Begin working on how to create our complete attack map (3 points).

- **Ryan Hamel:**
 - **User Story 17:** Figure out how to take our geolocation data and associate with our logs (2 points).
 - **User Story 18:** Begin working on how to create our complete attack map (3 points).