

Daily Scrum Meeting:

Attendees: Michaela Dunston, Mario Vega, Alejandro Arrocha & Eduardo Chung

Start time: 23:12

End time: 23:15

Michaela Dunston:

- How many hours did we work since the last meeting?
 - 3 Hours
- What was done since the last scrum meeting?
 - Researching and new software (SOAR)
- What is planned to be done until the next scrum meeting?
 - Deadline for the production stages of the campaign.
 - Determining the approach for email spoofing, and software.
- What are the hurdles?
 - No technical hurdles at the moment.

Mario Vega:

- How many hours did we work since the last meeting?
 - 3 Hours
- What was done since the last scrum meeting?
 - Read half of chapter 2 of the eBook.
 - Watched a video on SOAR and its benefits.
- What is planned to be done until the next scrum meeting?
 - Continue reading the eBook.
- What are the hurdles?
 - No technical hurdles at the moment.
 - Time constraints.

Eduardo Chung:

- How many hours did we work since the last meeting?
 - 3 Hours
- What was done since the last scrum meeting?
 - Reviewed how other companies run their campaigns and benefits from them.
 - Analyze data.
 - Looked into training options for the campaigns.
- What is planned to be done until the next scrum meeting?
 - Look into other ways to integrate training and webinars from FIU staff.
- What are the hurdles?

- Time constraints as classes are starting to clash with personal life.

Alejandro Arrocha:

- How many hours did we work since the last meeting?
 - 3 Hours
- What was done since the last scrum meeting?
 - Watched videos and read articles about phishing campaigns.
 - Researched tools and information.
 - Read the Book.
- What is planned to be done until the next scrum meeting?
 - Learn about DMARC (Domain-based Message Authentication, Reporting, and Conformance)
 - Look into URLVoid: A free service that analyzes websites for the presence of malware and other security threats, including phishing.
- What are the hurdles?
 - Time consumption with Job, others classes and projects.