1. *Development Team:*

- Back-End Developers: Responsible for implementing the logic behind slot availability, appointment scheduling, and data storage.
- Front-End Developers: Design and implement the user interface for slot booking, dashboard, and document upload features.
- Integration Specialists: Ensure seamless communication between different components, such as the payment gateway and document upload system.

2. *UX/UI Designers:*

- Design an intuitive and user-friendly interface for the platform, making it easy for users to navigate through the slot booking process and dashboard.

3. *Quality Assurance (QA) Team:*

- Conduct thorough testing to identify and resolve any bugs or issues in the system before the demonstration.
- Ensure the security and integrity of user data during the document upload and payment processes.

4. *Product Managers:*

- Define and communicate the product requirements, ensuring that the developed features align with the overall goals of the Visa Slot Booking system.
 - Prioritize features and functionalities based on user needs and feedback.

5. *Customer Support/Service Team:*

- Provide insights into common user queries and concerns, helping the development team address potential pain points in the demonstration.
- Be ready to simulate user interactions during the demonstration to showcase real-world scenarios.

6. *Security Team:*

- Assess and address potential security vulnerabilities in the system, especially concerning user data, payment information, and document uploads.

7. *Project Managers:*

- Coordinate the efforts of different teams to ensure that the demonstration stays on schedule and meets the predefined goals.
- Facilitate communication between team members to address any challenges that may arise during the demonstration.

By involving various teams with specialized skills, you can ensure a well-rounded demonstration that not only showcases the features but also highlights the collaborative effort behind the development of the Visa Slot Booking system