

# Project Presentation

1. The **Scrum Master** prepares the project presentation following the [template](#) provided. The presentation duration must not exceed 5 minutes.
2. Rehearsals are organized, and the team is represented by either the **Team Lead** or the **Scrum Master**.

Students should structure the presentation and cover the following:

- The task assigned to the team;
  - What actions were taken to complete the task?
  - What challenges were encountered? How did the team solve them? (describe the process, the specialists' reasoning, and the efficiency of the solution)
3. After all sections are presented, the team representative (Team Lead or Scrum Master) concludes the presentation with:
    - What conclusions were drawn from the team collaboration?
    - What will the team do next: organize a retrospective / start a new project / try working together on a personal project.
    - Final thanks to the team for completing the project and closing remarks.
  4. The **project presentations** are conducted.
  5. The presentation takes place in the presence of the **client manager**, the **project mentor**, **all team members**, and **guests**.

## Roles

### Team Lead

Coordinates the preparation and execution of testing, ensuring the quality of checklists and bug reports. Assigns project tasks to team members. Maintains the complete set of team checklists and bug reports. Communicates directly with the **project mentor** regarding technical issues encountered by the team.

### Scrum Master

Leads the **daily Stand-Up meetings** for planning and reporting team activities. Creates and updates the team's **Trello board**. May use platforms like Google Meet, Zoom, Skype, or Discord to hold Stand-Ups. Monitors task statuses and implementation timelines. Prepares the **final project presentation**.

### Project Mentor

Provides guidance throughout the course of the project. The mentor's role is to offer technical advice and help the team choose appropriate testing methods. The mentor also evaluates **bug reports** and provides constructive feedback.

# Numele echipei



GO IT

## Jucătorii echipei



Numele membrului  
de echipă  
Rolul în proiect



Numele membrului  
de echipă  
Rolul în proiect



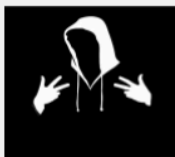
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de echipă  
Rolul în proiect



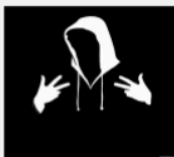
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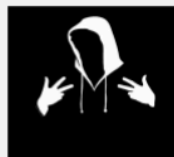
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Câteva cuvinte despre aplicația cu  
care a lucrat echipa

Prezentați una dintre cele mai critice  
erori conform echipei

## Tehnologiile utilizate

### Static testing

- Reviews
- Walkthroughs
- Peer reviews
- Static analysis
- e.t.c.

### Test levels

- Unit Testing
- Integration Testing
- System Testing
- Acceptance Testing

### Non-functional

- Usability testing
- Performance testing
- Security testing
- Compatibility testing
- Reliability testing
- e.t.c.

### Black box testing techniques

- Equivalence partitioning
- Boundary value analysis
- Decision table testing
- State transition testing
- Pairwise testing
- Error guessing
- e.t.c.

**Vă mulțumim  
pentru atenție!**