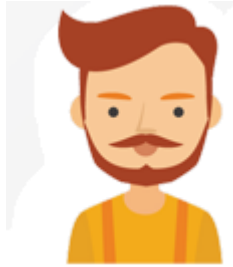




CUSTOMER



PRODUCT OWNER



SCRUM MASTER



TEAM DEV



PROJECT MANAGER



TUTOR

VC 2022 - JURY



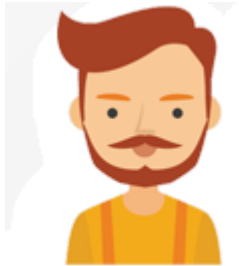
VC JURY // AGENDA

Everyone attends to all presentations

		TIME	GROUP	PROJECT
COMPANIES		07:30 AM - 08:20 AM	?	?
		08:30 AM - 09:20 AM	?	?
		09:30 AM - 10:20 AM	?	?
		10:30 AM - 11:20 AM	?	?
GUESTS	WEP 23 A	01:00 PM - 01:50 PM	?	?
		02:00 PM - 02:50 PM	?	?
	WEP 23 B	03:00 PM - 03:50 PM	?	?
		04.00 PM - 04.50 PM	?	?

PRESENTATION STRUCTURE // OVERWALL

1

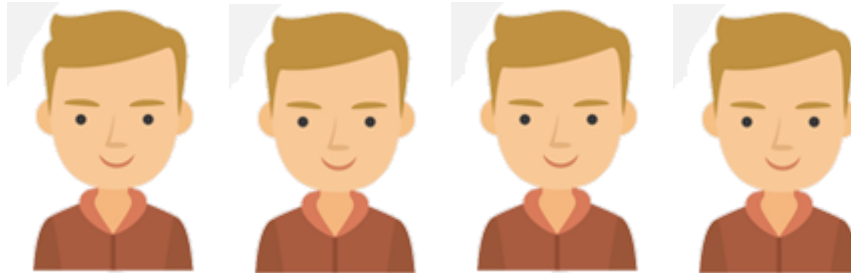


PRODUCT OWNER

- ✓ Purpose of the application
- ✓ User experience with diagrams
- ✓ Challenges as product owner

05 MIN

2



DEV TEAM

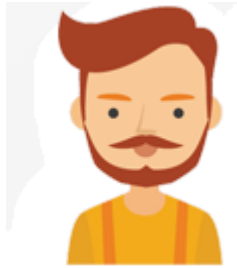
05 MIN EACH

3



SCRUM MASTER

05 MIN



PRODUCT OWNER

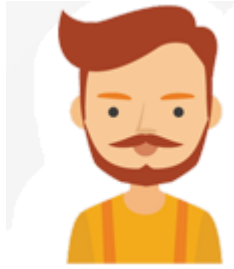
PRESENTATION STRUCTURE // PER ROLE

PRODUCT OWNER

- ✓ **Brief overview** of the application (! no demo)
 - the context of the application
 - purpose, who are the users, why it can help those users...
- ✓ Present the different **user experiences** on your app, using a diagram (sequence of view, actions)
- ✓ What were the **challenges** of being a Product Owner for your team ?
 - Give concrete examples
 - How did you face problems ?

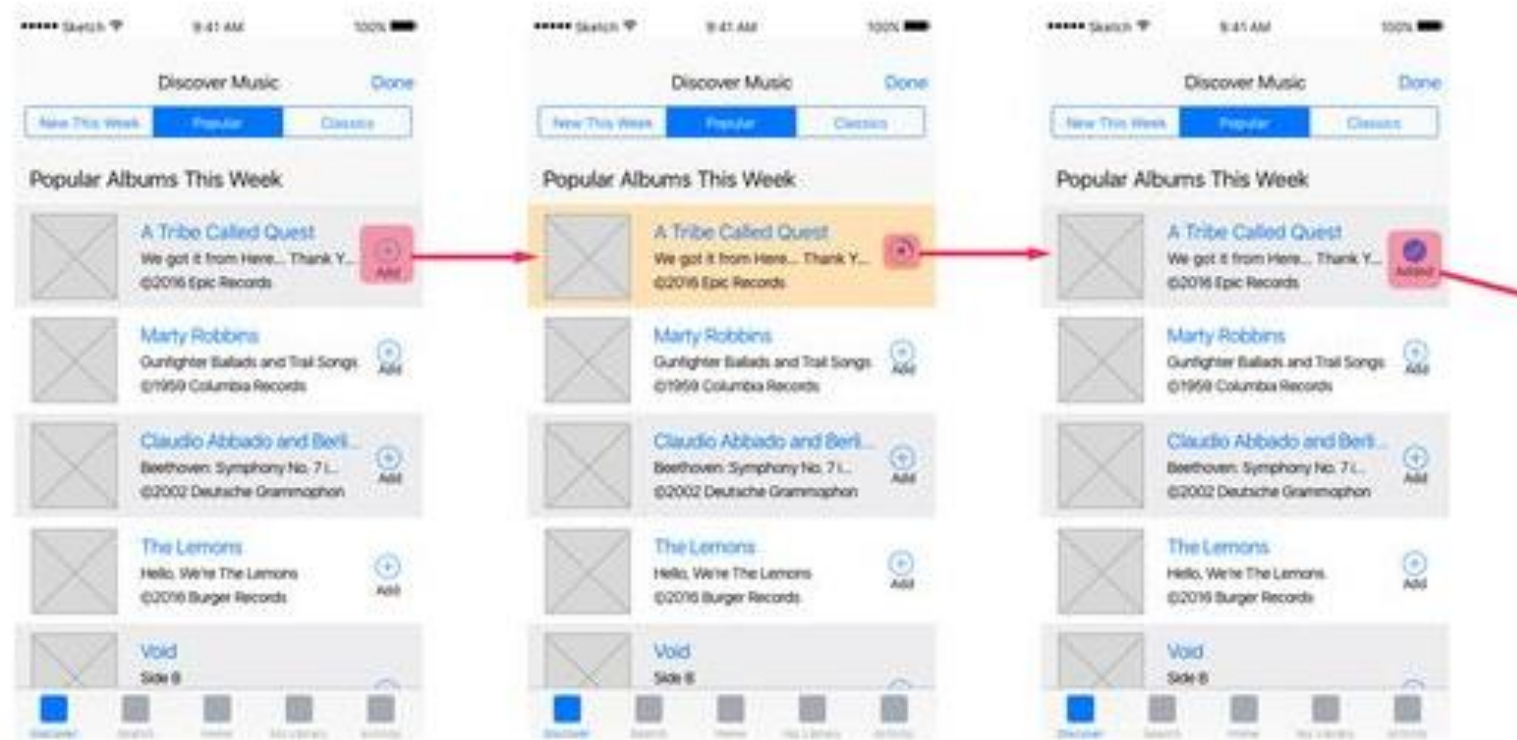
AND THE LAST MINUTE...

- ✓ What did you learn during the VC ? soft skills + hard skills
- ✓ What you need to improve for the future ?



PRODUCT OWNER

Example of wireframe sequence





DEVELOPPER

PRESENTATION STRUCTURE // PER ROLE

You need to focus on **1 specific feature**

UX

- ✓ Demo the feature and all the possible cases (errors, etc...)
- ✓ Reason of your UX/UI choices
- ✓ Impact/benefits of this feature for the customer

TECHNICALLY

- ✓ Impact of the feature on : database / routes / your components diagram etc...

AND THE LAST MINUTE...

- ✓ What did you learn during the VC ? soft skills + hard skills
- ✓ What you need to improve for the future ?



Real data for presentation



Decide in team about which feature should **come first** for a nice presentation (i.e. : login etc..)



SCRUM MASTER

PRESENTATION STRUCTURE // PER ROLE

SCRUM MASTER

- ✓ Present the overall work of your team using a diagram (ex : Gant)
Who assigned tasks ? Why ?
- ✓ What were the **challenges** of being a Scrum Master for your team ?
 - Give concrete examples
 - How did you face problems ?

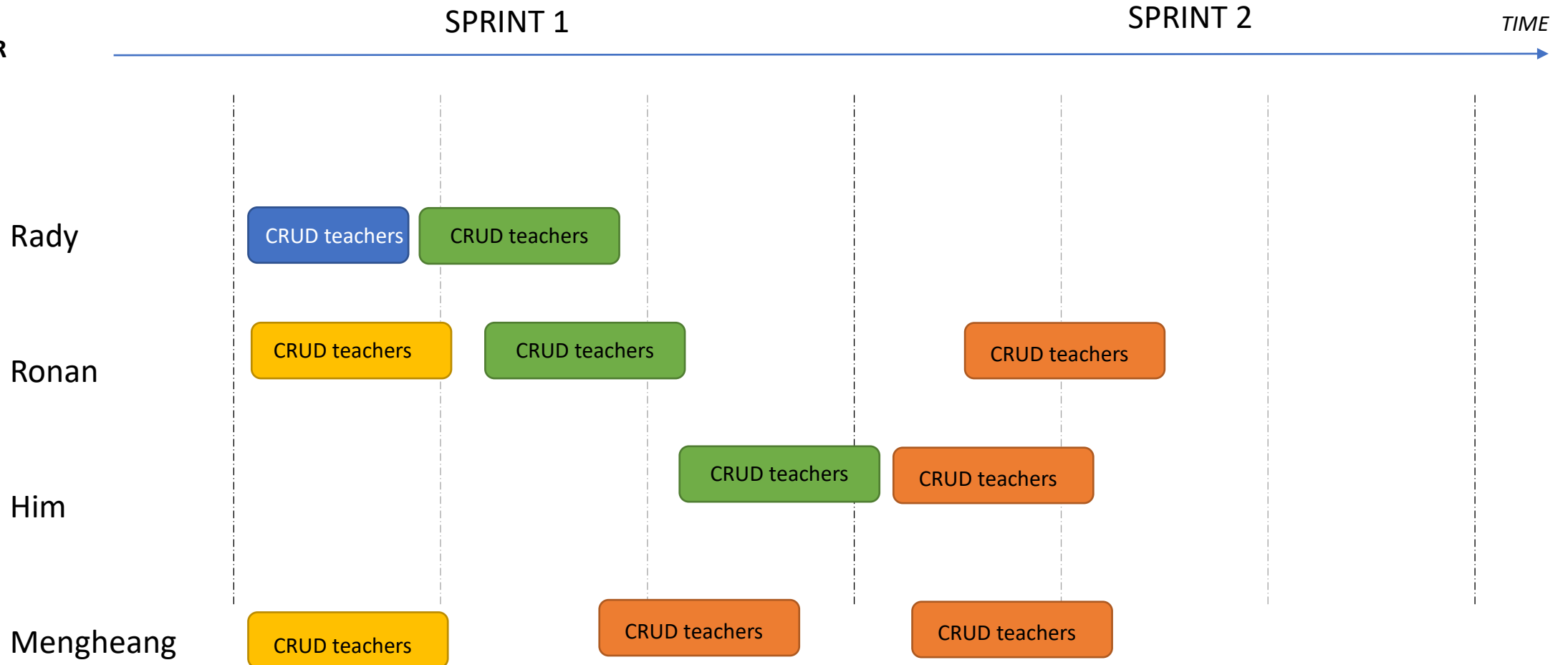
AND THE LAST MINUTE...

- ✓ What did you learn during the VC ? soft skills + hard skills
- ✓ What you need to improve for the future ?



SCRUM MASTER

A GANT diagram display the activities of people within the time



PRESENTATION // TIPS & ADVICES

TIME IS IMPORTANT (5 MIN per student)

- ✓ Watch the timer tracker

REPEAT BEFORE THE PRESENTATION

- ✓ Keep a paper with the key points

SLIDES

- ✓ Mention the key words of your speech

No slide with only : “what I have learnt during this C



BEFORE TOMORROW 7.30 AM



CLOSE THE SPRINT

- ✓ **Merge** finished branches on MAIN
- ✓ **Tag** V2.0.0
- ✓ **Close** issues done in V2.0.0 on GitHub

UPDATE /DOC FOLDER

- ✓ **Slides** of the presentation **should be on GIT**
- ✓ **Update** the last docs (ERD) if needed