• Before We Start 4 PRINCIPLES Informative Become a subject matter expert and share your knowledge You should have the context of what is going live, what is pending, When it is going live. everything Become a active listener. QA respect is gained by proving QA testing is a worthwhile cost to the company. **Trustworthy** Take responsibility and Ownership Even if you are against the timelines due to P0,P1 stick to Its Ok to disagree Adding value Ask the right questions. No such thing as a stupid question https://en.wikipedia.org/wiki/ No_such_thing_as_a_stupid_question#:~:text=%22(Th ere's) %20no%20such%20thing,than%20pretend%20they%2 0already%20know. Stretch your abilities Help them to reduce the test case and regression suite with maximum coverage Always learning attitude Focused Work, Environment To the point report and information share KT and clear expectations Mistakes Relax work and no ownership Not providing value to the team Wrong estimates, bad estimates Blame game to dev/ pm/ design /among Assuming requirements Not exposing the abilities