

1. What are requirements candidates? Explain why they should not be treated as final requirements immediately after elicitation.

Requirements candidates refer to the initial set of raw statements or descriptions of needs, features, and expectations gathered directly from stakeholders during the early requirements elicitation phase. These are preliminary inputs captured through techniques like interviews, surveys, or workshops.

They should not be treated as final requirements immediately after elicitation because they are often incomplete, ambiguous, inconsistent, or conflicting due to varying stakeholder perspectives, unarticulated assumptions, and limited context. Further analysis, validation, prioritization, and refinement—such as through traceability, prototyping, or review sessions—are needed to resolve issues and align them with project objectives. Accepting them as final risks building an ineffective solution, leading to scope creep, defects, or expensive rework later.

2. Explain the role of stakeholders in elicitation and mention any two risks of missing key stakeholders.

Stakeholders play a central role in requirements elicitation as the primary source of domain knowledge, business needs, user expectations, and constraints. They actively participate by providing input through methods like interviews, focus groups, observation, or joint application design (JAD) sessions, helping analysts uncover explicit and tacit requirements while ensuring diverse viewpoints (e.g., end-users, sponsors, regulators) are represented for a comprehensive and accurate requirements set.

Two risks of missing key stakeholders include:

- **Incomplete or inaccurate requirements:** Essential needs or domain-specific insights are overlooked, resulting in gaps that cause system failures, usability issues, or non-compliance.
- **Project failure or rework costs:** Late discovery of missing inputs leads to change requests, delays, budget overruns, and potential project cancellation due to misalignment with business goals.