

Q1. What are the 4 different stages of the product development lifecycle?

ANS =>

- Problem discovery
- Problem definition
- Solution design
- Product delivery

Q2. As an engineer, why is it important to get involved in the problem discovery phase itself?

ANS => As an engineer when they get involved in the initial phase of discussion they often come up with the best solutions. So if an engineer is going to leverage that depth of knowledge about what's possible with technology, they also need to build up a depth of knowledge about the customers' context. The only way to do that is to participate in discovery.

Q3. One pagers are generally used for which stage of the product development lifecycle?

Options:

- A. Product Delivery
- B. Solution Design
- C. Problem Discovery
- D. Problem Definition

ANS => C. Problem Discovery

Q4. If you have to pitch your idea to the leadership to get their buy-in, which is best suited product artefact for this:

- A. Gantt Chart
- B. Product Requirement Document
- C. PR FAQ
- D. One Pager

ANS => B. PR FAQ

Q5. What are the different constituents/sections of a good PRD (Product Requirement Document)?

- Project Specifics
- Team goals and business objectives
- Background and strategic fit
- Assumptions
- User Stories
- User interaction and design
- Questions
- What we're not doing (Very Important)

Q6. Why is it important to have 'What we are not doing?' section in the PRD?

ANS => This section is important because that showcase what is the exact scope of project/solution and defines what are the thing not included in the project/solution scope. This restricts the unwanted requirements and help to focus on what to implement part, which ultimately help to deliver the project/solution in define time. This also help's developer to understand the what not part of project and hence align the team to goal.