

1. Contrast the concepts of requirements gathering in the first two videos. Which one feels more "agile" and practical, and why?

The first one is just enough information to get started and have another conversation with the client before implementation. You don't know the needs upfront and know that it can change at any time.

2. What is the purpose of "requirements gathering," what is it / how do we do it, and what are a couple practical tips you can apply described in the resources linked above?

Requirements gathering is the process in which you try to discover what the client wants and the specifications they need. It is also a time to clarify specifics and expectations. You can also ask questions to figure out want and need to better facilitate their design.

3. What becomes of the initial conversation or customer interview in which you begin to identify system requirements? (What happens to the requirements notes, or what are they used for?)

You would keep the requirement notes and modify them if the client has changed their mind. It can help to reference these notes when creating a plan and delegating work.

4. After completing the Exploration content, consider the two perspectives mentioned above (*getting the requirements right* vs *capturing enough to get started*). In your opinion, which approach is better, and why?

It depends on the kind of work you are doing if it is a project with mandatory requirements and would take extensive time, like building a skyscraper, then getting the requirements right is definitely a better approach. But if it is a smaller project and the client is not too sure on what they want then the agile approach might be better.