**Ambiguous Requirements Quiz**

1.Question 1

Consider the user story, **"As a player, I want the machine to make a noise when I gain 100 points, so that I have an auditory signal when I’m doing well."**

Why is this user story considered ambiguous?



It does not specify if the noise is made every time you gain 100 points, or just the first time you gain 100 points.



It does not specify how the machine will make the noise.



It does not specify whether the auditory signal will be a single noise (i.e. a bell will ring one time), or if the signal will be multiple noises (i.e. plays a small tune).



It does not specify whether the sound is always the same every time you gain 100 points, or if the sound changes each time you gain 100 points.

**ANSWER:** (a) It does not specify if the noise is made every time you gain 100 points, or just the first time you gain 100 points.

2.Question 2

Consider the user story, **"As a player, I want the machine to make a noise when I gain 100 points, so that I have an auditory signal when I’m doing well."**

Suggest a better, less-ambiguous way of writing this user story.

**ANSWER:**

This user story is ambiguous because it does not specify whether the machine makes a noise only the first time the player gains 100 points or every time their score increases by 100 points. The product description outlines that the machine continuously makes noises as the play gains points, thus this implies that the machine should make a noise every time the user's score increases by 100 points.

3.Question 3

Consider the user story, **"As a multiplayer, I want both players to have a controller, so that we can play together."**

Why is this user story considered ambiguous?



It doesn't specify which multiplayer mode they are using.



"Multiplayer" is an ambiguous role.



It does not specify which type of controller they need.



It does not specify if each multiplayer has their own controller, or if they are sharing one controller.

**ANSWER:** (d) It does not specify if each multiplayer has their own controller, or if they are sharing one controller.

4.Question 4

Consider the user story, **"As a player, I want to see the name of the player with the highest score everyday, so that I know who has the high score."**

Suggest a better, less-ambiguous way of writing this user story.

**ANSWER:**

This user story is ambiguous because it does not specify whether the machine displays the highest score achieved ever, or the highest score achieved that day. The scenario outlines that the machine should display the daily high score.

5.Question 5

Consider the user story, **"As a player, I want the targets to start moving after I press Start, so that I can start hitting them."**

What is the ambiguous word in this user story, and which category of ambiguous words does it belong to?



I, Pronouns



After, Temporal Words



Press, Vague Words



After, Positional Words

**ANSWER:** (b) After, Temporal Words

6.Question 6

Consider the user story, **"As a player, I want the targets to start moving after I press Start, so that I can start hitting them."**

Suggest a better, less-ambiguous way of writing this user story.

**ANSWER:**

This user story is ambiguous because it does not specify when exactly the targets will start moving after the player presses start. The scenario outlines that the targets should start moving immediately after the player presses start.

7.Question 7

Consider the user story, **"As a player, I want the screen to always display a target, so that there’s always something to hit."**

Why is this user story considered ambiguous?



It does not specify how the user hits a target.



It does not specify if a target disappears after it's been it, or if it remains on-screen and is able to be hit again.



It does not specify if targets are all the same size, or if they vary in size.



It does not specify whether there is only one target displayed, or at least one target.

**ANSWER:** (d) It does not specify whether there is only one target displayed, or at least one target.

8.Question 8

Consider the user story, **"As a player, I want the screen to always display a target, so that there’s always something to hit."**

Suggest a better, less-ambiguous way of writing this user story.

**ANSWER:**

This user story is ambiguous because it does not specify whether there is only one target displayed, or at least one target. The scenario outlines that there should be at least one target on the screen at all times.

9.Question 9

Consider the user story, **"As a multiplayer, I want to beat them when I’m playing in versus mode, so that I win the game."**

Why is this user story considered ambiguous? (Select 2 answers)



It does not specify the difference between versus and teamwork mode.



It does not specify who “them” is in the user story.



It does not specify what the game is.



It does not specify how you beat them in order to win the game.

**ANSWER:** (b) It does not specify who “them” is in the user story.

(d) It does not specify how you beat them in order to win the game.

10.Question 10

Consider the user story, **"As a multiplayer, I want to beat them when I’m playing in versus mode, so that I win the game."**

Suggest a better, less-ambiguous way of writing this user story.

**ANSWER:**

This user story is ambiguous because it does not specify who “them” is in the user story. It also doesn’t specify how you beat them. The scenario outlines that, in versus mode, you want to achieve a higher score than your partner to win the game.