

✔ Congratulations! You passed!

Grade
received 100%

Latest Submission
Grade 100%

To pass 80% or
higher

Go to next item

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."**

1 / 1 point

Why is this user story considered ambiguous?

- ☐ 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.
- ☐ 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 if the noise is made every time you gain 100 points, or just the first time you gain 100 points.



Correct answer. The term "when" causes ambiguity as to when exactly an action happens.

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."**

1 / 1 point

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

As a player, I want the machine to make a noise each time I gain 100 points, so that I have an auditory signal when I'm doing well.



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.

A suggested correct answer for this user story is, "As a player, I want the machine to make a noise every time my score increases by 100 points, so that I have an auditory signal when I'm doing well".

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

1 / 1 point

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 if each multiplayer has their own controller, or if they are sharing one controller.
- ☐ It does not specify which type of controller they need.



Correct answer. It would be better to specify that each player has their own controller.

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."**

1 / 1 point

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

As a player, I want to see the name of the player with the daily highest score, so that I know who has the high score.



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.

A suggested correct answer for this user story is, "As a player, I want to see the name of the player with the daily highest score, so that I know who has the high score on that day".

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."**

1 / 1 point

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



Correct

Correct answer. Some ambiguous words fall into both the temporal words category as well as the positional words category depending on if they are referring to position or to time. In this case, the term "after" is referring to time.

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."**

1 / 1 point

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

As a player, I want the targets to start moving immediately after I press Start, so that I can start hitting them.



Correct

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.

A suggested correct answer for this user story is, "As a player, I want the targets to start moving as soon as I press Start, so that I can start hitting the targets".

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."**

1 / 1 point

Why is this user story considered ambiguous?

- ☐ It does not specify if targets are all the same size, or if they vary in size.
- ☐ It does not specify if a target disappears after it's been hit, or if it remains on-screen and is able to be hit again.
- ☒ It does not specify whether there is only one target displayed, or at least one target.
- ☐ It does not specify how the user hits a target.



Correct

Correct answer. The term "a" causes ambiguity because you don't know if it is just one, or at least one.

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."**

1 / 1 point

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

As a player, I want the screen to always display at least a target after I press Start, so that there's always something to hit right away.



Correct

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.

A suggested correct answer for this user story is, "As a player, I want the screen to display at least one target at all times, so that there's always something hit".

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."**

1 / 1 point

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

- ☒ It does not specify who "them" is in the user story.



Correct

Correct answer. "Them" is a pronoun. The use of pronouns can lead to ambiguity.

- ☐ It does not specify what the game is.
- ☐ It does not specify the difference between versus and teamwork mode.
- ☒ It does not specify how you beat them in order to win the game.



Correct

Correct answer. "Beat" is a vague action, you may need to add more detail to remove the ambiguity.

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.**"

1 / 1 point

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

As a multiplayer, I want to beat the other multiplayerers when I'm playing in versus mode, so that I win the game.



Correct

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.

A suggested correct answer for this user story is, "As a multiplayer, I want to get a higher score than my partner when I'm done playing in versus mode, so that I win the game".