URL: <https://dzone.com/articles/feature-acceptance-criteria-problems-and-solutions>

**Description**: In Project lifecycle, there are many stages which are performed step by step, but feature acceptance is the most essential and key part of this cycle. As this part decides the overview of the product which is deliver to the client and it is must that final product have meet all the objectives. Sometimes some objectives are work properly through out the project, but at last moment it does not work properly so it results into pressure and stress. To tackle this problem there are some ways to release that pressure and create stress free environment.

* **Feature Requirements**: When developers do not properly understand or go through with the feature requirements. Such as if team is working on website, but it is not usable for each device. Then this small thing affects to the quality of the user experience.

To tackle this problem, make perfect planning in starting of the project and follow it strictly, which help to avoid end moment problems.

* **Feature Planning**: Main purpose of feature planning is to analyse all features and characteristics of final product from all the different perspectives of user and organize work according to it. Also testing is must to provide bug-free and perfect output.
* **Feature Misunderstanding**: This problem is occurred due to poor communication. Sometimes user did not give a detailed picture about what they want in final product, at that time if developers also did not clarify their confusing parts and step onto the execution stage. This all misunderstanding cannot meet the desired perfect final product.

To tackle this problem, make sure that all features and characteristics has to go through a feature validation process which reduce the misunderstanding and give clear view.

* **Uninvolved Client:** Client involvement is the key part for the whole team. Result of uninvolved client is, they did not receive perfect final product with their desire features, which is not good for both client as well as project team. Hence, it is very important to give the update to client about their product for which they invest their money. It is the responsibility of both product manager as well as developer to give clear view about what is going on in the project. For that arrange review meetings at least once in 1-2 months, it is depending on team’s pace.
* **Overdue Task**: When developers try to start hurriedly finish their task, at that time outcome of that work is incomplete and not perfect, which is affect not only his/her work but it reflects the company’s reputation and cost the whole company money. To reduce this problem, organise a task in particular way with time duration, which helps to complete a task perfectly and on time.
* **Analyze Task**: To complete whole project in better way and perfectly, firstly every team member has to be analysed what they are doing in the next step of the task. Also, they divide big task into small parts, which are easy to implement. One most important thing is that do not consider task as a complex bundle, otherwise it increases a difficulty and it made stress for anyone. Just try to complete whole task before deadline.

**Recommendation:** Definitely, I would recommend this article, as this shows the different kind of problems, which we have to face at each stage of the project. Also, it provides solution for each. It shows that the planning is the key, it helps to developer to stay on a track and complete a task before deadline. Also, communication with client is must to tackle the last moment stress. It helps to solve any arising misunderstanding on time.