*Date: 19-2-2105*

*Whining:*

*It means how we combat and how we get pass it. There are four types of whining. They are..*

1. *They don’t know what they want.*
2. *They keep changing their mind.*
3. *My sponsor/ champion isn’t available.*
4. *We’ve already talked about this.*

*They don’t know what they want:*

*Stakeholders may understand the problems but they rarely find the solution. They combat with the route analysis and prototypes.*

*They keep changing their mind:*

*Stakeholders are not clearly on what the requirements they need. They continuous changing their thoughts. If the requirements are changing continuously you wait with the combat of with the acceptance so form of the requirements. Use the sign of requirements thoroughly.*

*My sponsor/ champion isn’t available:*

*It is combat with the priority. Usually priorities are depending on the sponsor’s attention. It is related with the clarity of priority and clarity of impact.*

*We’ve already talked about this:*

*Sometimes we are not careful about getting the elements of the requirements regarding stakeholders are getting tired in discussing about it. It combat with the explaining the cyclical of requirement gathering and providing the output of the previous conversations and the gaps.*

*Pitfalls:*

*Pitfalls means that can happens in the requirements process in what to do about it.*

1. *Ambiguity*
2. *Happy path*
3. *Back channel communication*
4. *Premature agreements*
5. *No visuals*

*Ambiguity:*

*Lacking in the specific detail… customer will tell to stake holder one type of requirements but stakeholder may understood another type. So combat with the smart, specific measurable, actionable, active listening and realistic in those requirements can meet the some other things related to the choices.*

*Happy path:*

*Requirements typically specify the normal behavior.*

*What happens when it something wrong?*

*What happens when the rules don’t work?*

*What is the worst case scenario?*

*Back channel communication:*

*Nothing but the discussions, meetings about the requirements.*

*Difficult to reach the consensus because understanding the requirements.*

*Combat with everyone together to agree on the plan of action of the requirements.*

*Premature agreements:*

*Sometimes we created quickly and don’t know the what is the requirement is.. lack of the information.*

*No visuals:*

*Sometimes the ideas has no visuals. We grasp the abstract through means of the concentrate. It doesn’t depend on the wireframes and storyboards.*