



# Requirement quiz

The functionality that needs to be developed is defined in requirements. Not all of these requirements are known to all team members if a team consists of specialists. The requirements of the front-end of an application are well known to the team members who focus on the front-end development, but less to the team members who focus on the back-end. Vice-versa is also the case. In contrast, a tester tends to be aware of all of them. In this activity, participants are quizzed on the requirements of an application and thereby get to know more of them. This activity will enable participants to spot more bugs themselves.

## Activity in one sentence

Participants are quizzed on their knowledge of the requirements of an application and whereby the number of requirements they are familiar with is increased.

## Goal

To increase the number of known requirements to each participant which allows them to notice more bugs of an application.

## Target group

Team members with different expertise in the development of an application who are therefore not well aware of all requirements.

## Necessities and prerequisites

- 2 to 6 participants, preferably team members
- A room with a projector, blackboard or equivalent, enough tables to accommodate participants
- A prepared quiz
- A scoreboard
- A small prize for the winning team (optional)
- Camera to record the session, if desired

## Steps

1. Explain the activity to the participants
2. Instruct the participants to form two teams and take an opposite seat with a view on the screen/blackboard



3. Read the first question to the participants
4. The team that indicates they know the answer first can state this answer out loud
5. They gain a point if the answer is correct. If their answer is incorrect, the other team can have a go and gain a point. If both answers are incorrect no team gains a point
6. Explain the correct answer
7. Read the next question out loud
8. Repeat steps 4 to 7 until the last question has been answered
9. Count the earned points of each team
10. If it is a draw, finish the quiz with an estimation question
11. The team who has gained the most point wins the prize

## Outcomes

Participants are familiar with more requirements than before and are therefore able to notice more bugs when using their application.

## Notes

- Make sure there is an equal balance between requirements which are well known to the front-end developers, back-end developers and other team members. This balance is not as important when a team consists of full-stack developers
- The quiz questions can be both multiple choice and open, but multiple choice questions are preferred. An open question can have the following format: 'What should happen if the user <action>?. Define the expected behavior in advance so you, as the quiz-master can quickly choose the best solution

## Variations

- The quiz can be extended to include questions about the user, the business requirements, the definition of done, the timeline, etc.
- Instead of stating the supposed the answer out loud, teams can communicate their answer to the quizmaster digitally or on paper
- A variation on the awarding of points is possible. For example, if a correct answer is given a point is gained, but if an incorrect answer is given, the other team automatically gains a point