Emelie Brynolf, Question 1:
Proposition: Technical interface requirements can be requirements of an user interface prototype.
Reason: It is important to build requirements that look into the technical aspects of the platform.
Correct answer: D
Motivation: Technical interfaces do not look into the design, just the platform, protocol, how data is handled and transmitted and other similar interfaces.
Reference: Lau 5 p.214-216
Learning goals: 1.1.1, 1.1.2

Johanna Truong, Question 2:
Proposition: The roadmap view is useless for companies that wants to plan for future releases.
Reason: Roadmap views only gives information about the product in the present state, i.e. where the product lies in relation to for instance competitors' products.
Correct answer: E
Motivation: The roadmap view allows you to plan for future releases in terms of that you can set future goals for next releases, you can e.g. set goals for the products to be between two barriers.
Reference: QUPER
Learning goals: 1.1.1, 1.1.3, 1.1.6, 1.3.2

Stephanie Gardner, Question 3:
Proposition: Reviews can often generate a great number of problems, but only a handful of these cause actual problems in development.
Reason: One reason for this is that reviewers who lack understanding of the project often focus on smaller problems, such as ambiguity, which are easily solved during development.
Correct answer: A.
Motivation: Reviewers often focus on finding problems, as they should, this sometimes results in nitpicking, and many identified problems are small and easily resolved. This is especially true for reviewers who lack knowledge of the material.
Reference: Lau 9, p. 390 & INSP, p. 70
Learning goals: 1.1.4, 1.1.5, 1.2.4

Robert Kristiansson, Question 4:
Proposition: When presenting prioritized requirements to stakeholders a product's built-in constraints can be overlooked. To solve this, multiple alternative solutions could be shown to the stakeholders.
Reason: Stakeholders may favour their own prioritized requirements and overlook constraints, therefore they need to be aware and presented with all solutions.
Correct answer: C
Motivation: Usually the stakeholders are presented with prioritized requirements solutions which are then narrowed down to a subset by introducing constraints to the product, e.g. maximum development time.
Reference: PRIO, p. 17-18

Learning goals: 1.1.1, 1.2.1, 1.2.5.

Johanna Petersson, Question 5:
Proposition: Top-Ten Requirements prioritization method is good to use with equally important stakeholders since they all get to give equal input.
Reason: Every stakeholder gets to pick ten requirements they see as the most important and then all the picked requirements get implemented with the highest priority.
Correct answer: C.
Motivation: All stakeholders get to pick their top ten requirements then another prioritization is made to rank these requirements that got collected, and some might not be implemented at all and others at a later date.
Reference: PR p.77
Learning goals: 1.1.3, 1.2.5, 1.3.4

Ella Eriksson, Question 6:
Proposition: For the release planning process it is a good idea to use visualization techniques on requirements.
Reason: Visualization techniques are used to to show interdependencies between requirements.
Correct answer: A
Motivation: Visualization techniques are excellently used to show which requirements are highly dependent of others. This is useful for release planning as interdependent requirements often complicate the process, especially if not found or considered in the early stages of prioritization. Visualization techniques are also useful to identify requirements that have no dependencies, i.e. are singular, and find clusters of interdependent requirements.
Reference: INTDEP (no exact pages to reference to)
Learning goals: 1.1.3, 1.1.5, 1.2.5, 1.3.5