Week 2 Questions

1.   *What is a user story and how is it different from an epic or a spike?*

   A user story is a small task that a user wants done. An epic is a larger, less well defined task while a spike is an experiment.

2.   *What documentation goes with a single user story? Why is this good?*

   A single index card with name, conversations and tests. It reduces time spent on producing documentation.

3.   *What features make good stories?*

   They are closed, finishing by delivering one piece of functionality to the user. They focus on near term goals, don't try and solve everything at the start of the project. They are independent of other stories. They are negotiable and so the details can change. They are valuable for users, although some stories, such as spikes, are valuable to developers. They are estimable and testable.

4.   *What are user roles, user proxies and personas? How are they used?*

   A user role is a general description of a particular user. Many users can occupy the same role, and a user can occupy several different roles. A proxy is a person who is a non-user but can articulate what a real user wants. A persona is a made up user, to help developers gauge what a real user wants. They are good to check for extreme positions.

5.   *What is a low fidelity prototype?*

   A pencil and paper user interface.

6.   *Why are acceptance tests important? Where are the test details recorded?*

   Acceptance tests are important in showing that a story works as it is supposed to do. The basic test details are recorded on the index card, while the tests themselves result in code which is kept..

7.   *How are non-functional requirements documented?*

   They are recorded just like ordinary user stories, but are called constraints.

8.   *What unit is the effort needed for each user story measured in? How is it estimated?*

An ideal day. The development team produce an estimate after discussions among themselves.