USER STORIES

- **User stories** are a major technique used to express requirements, like use cases, wireframes, and storyboards.

- User stories are special because they use a consistent format to express requirements that is easy to write, read, and evaluate.

- "*As a customer, I want to be able to identify dietary restrictions, so that I know I can eat the food I order.*"

USER STORY TEMPLATE

- "As a „**who**," I want to „**what**," so that „**why**.""

- The "**who**" of the requirement is the stakeholder role for whom the requirement is being formed. The requirement should be written as if it is from this person's point of view.

- The "**what**" of the requirement is the specific task or functionality the stakeholder wants to achieve by using the product.

- The "**why**" of the requirement highlights the goals or visions of the product, and it provides insight into the value or benefit of the requirement

- Classically, user stories were written on index cards. The front of the card contained the user story, and the back held the acceptance criteria, which we will cover later.

USER STORY CARD

User Story

As a _____,

I want to _____,

so that I can _____.

- Although clients should write user stories, as they know best what they want in a product, software product managers often write or help write user stories because they are more experienced in doing so.

- "As a customer, I want to pay for my bill, so I can settle what I owe quickly."

■ The user story contains descriptions that are too vague or broad, and if it is difficult to estimate how long it will take or how it can be done.

- It is an **epic user story**.

- Epic user stories usually occur at the beginning of a project when the product is still developing and may not yet have definite form.

- This is due to the pattern known as the "**cone of uncertainty**," which suggests that the time estimates to develop a user story become less accurate the further into the future the feature is intended to be developed.

- If an epic has been identified, it can be broken down into smaller stories, which can be estimated.

- A good strategy to avoid epic user stories is to provide just enough information for a developer to understand how to implement it, but not so much information that implementation details become part of the story.

Example of an epic user story:

"As a customer, I want to pay for my bill, so I can settle what I owe quickly."

This user story could be broken down into smaller ones, such as:

- "As a customer, I want to be able to see a bill, with all of the items in that order, so I can see how much my order will cost."
- "As a customer, I want to be able to select a "pay now" option when I view my bill, so I can pay the bill immediately."
- "As a customer, I want to be able to enter my payment details for VISA and MasterCard credit cards, so I can pay using a convenient method."