

# COM3005J: Agile Processes

## Artifacts

From User Stories to Burndown Charts

Dr. Anca Jurcut

E-mail: [anca.jurcut@ucd.ie](mailto:anca.jurcut@ucd.ie)

School of Computer Science and Informatics  
University College Dublin

Beijing-Dublin International College



# User Story



*Source: Cohn*



Defines an atom of functionality

See lecture on practices

# Story Card



Source: Jeffries

From the original C3 project:

Customer Story and Task Card Blw Development / COLA

DATE: 3/19/98 TYPE OF ACTIVITY: NEW: ☒ FIX: ☐ ENHANCE: ☐ FUNC. TEST: ☐

STORY NUMBER: ~~1275~~ / 1275 PRIORITY: USER: ☐ TECH: ☐

PRIOR REFERENCE:  RISK:  TECH ESTIMATE:

TASK DESCRIPTION:  
 SPLIT COLA: When the COLA rate changes in the middle of the Blw Pay Period, we will want to pay the 1st week of the pay period at the OLD COLA rate and the 2nd week of the pay period at the NEW COLA rate. Should occur automatically based on system design.

NOTES:  
 For the DT, we will run a m/frame program that will pay or owe the COLA on the 2nd week of DT. The plant currently returns in the hours data for the 2nd week exclusively what we can owe COLA. This will come into the Model as a "2144" COLA.

TASK TRACKING: Gross Pay Adjustment Create the Boundary and Place in DEEnt Gross COLA

Date	Status	To Do	Comments

# Task Card



Source: Jeffries

From the original C3 project:

Engineering Task Card

DATE: 3/17/98 BIN Some Trail & Future  
Based on Conversation w/ REB & RMA **NEW**

STORY NUMBER: X923 SOFTWARE ENGINEER: \_\_\_\_\_ TASK ESTIMATE: \_\_\_\_\_

TASK DESCRIPTION:  
Composite Bin - Regular Base Needs to Be Displayed on GUI. We have the hidden bin for Regular Base (last time) to display NOT the autogen bin but the BIN that composites the Auto Bty the Last Time. There is

SOFTWARE ENGINEER'S NOTES:  
a separate composite bin started that needs to be completed??

TASK TRACKING:

Date	Done	To Do	Comments

# Use Case

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Describes how to achieve single business goal or task through the interactions between external actors and system

One of the UML diagram types

# Use Case Example

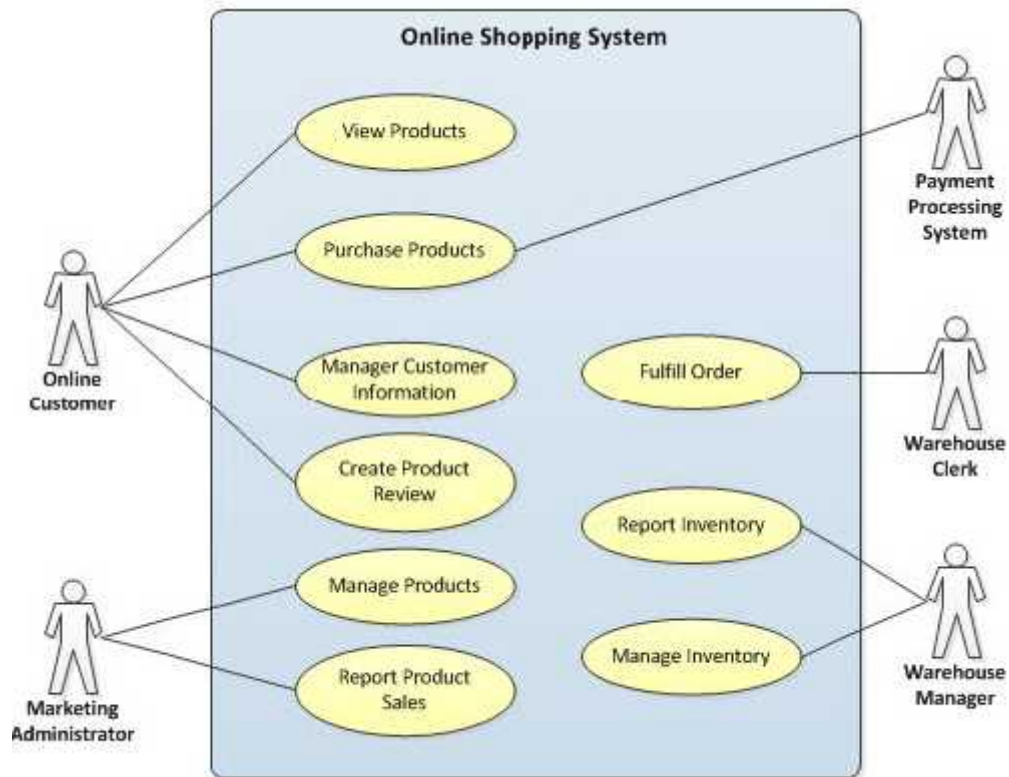


Diagram source: T. Lockman  
(Wikimedia Commons)

# Use Cases vs User Stories

After Cockburn



## User story:

- Very simple
- Written by customer
- Incomplete, possibly inaccurate
- Does not handle exceptional cases
- Starting point for additional discussions with customer

*“Think of a user story as a use case at 2 bits of precision”*

## Use case:

- More complex
- Written by developer in cooperation with customer
- Attempts to be complete, accurate
- Should handle all possible cases
- Intended to answer any developer questions about customer requirements without further interaction with customer

# Product Backlog

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- Maintained throughout project
- Property of product owner
- Open and editable by anyone
- Contains backlog items: broad descriptions of all potential features, prioritized by business value
- Includes estimates of business value
- Includes estimates of development effort, set by team

Visualized in “task board” (see next)



# Task Board, Story Board

Scrum

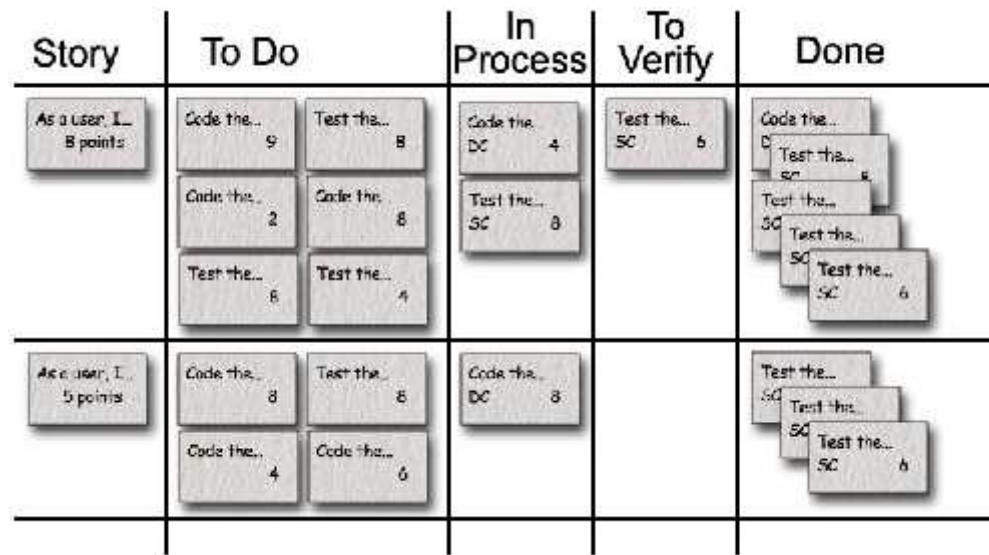
Source: Cohn, Anand



Used to see and change the state of the tasks of the current sprint: “to do”, “in progress”, “done”.

Benefits:

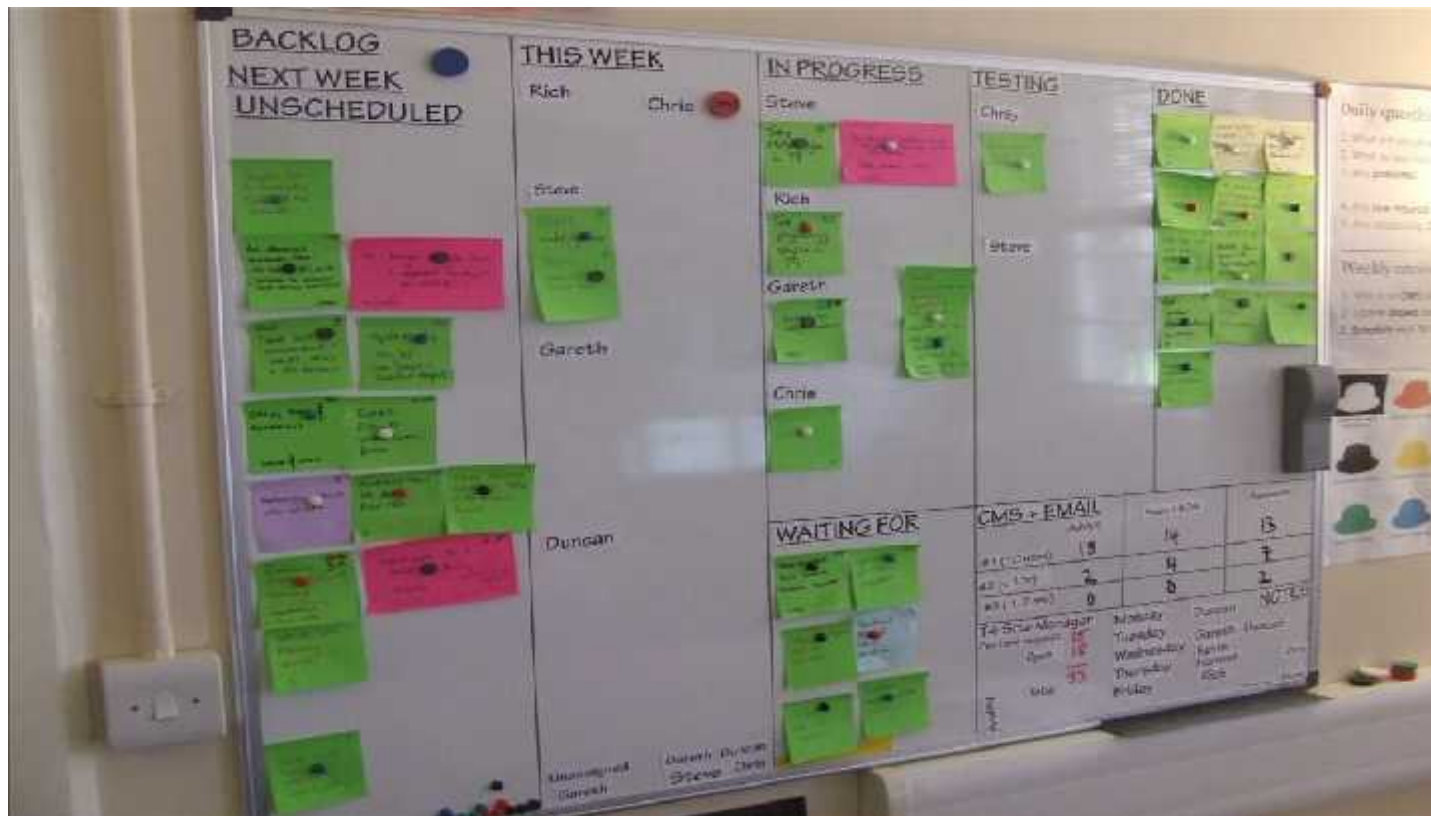
- Transparency
- Collaboration
- Prioritization
- Focus
- Self-organization
- Empiricism
- “Humility”
- Morale



Example source: Mountain Goat Software

# Story Board

Source: Saunders



# Velocity

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Scrum



Measure of progress in a project:

Number of items delivered

➤ Measured in tasks, user stories, backlog items...

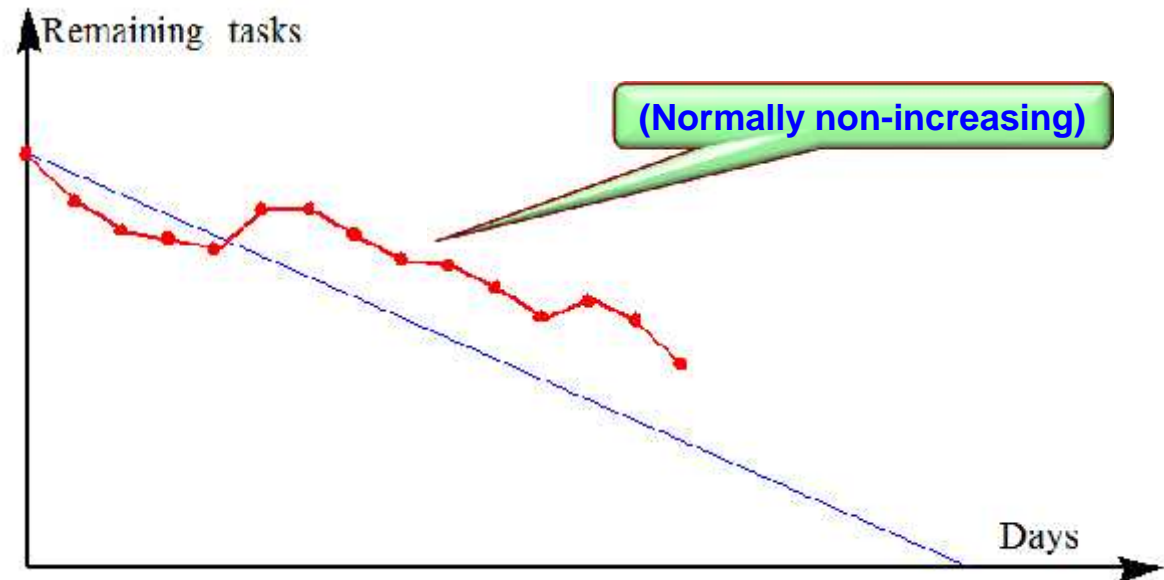
# Burndown Chart

Scrum



Publicly displayed chart, updated every day, showing, for the sprint backlog:

- Remaining work
- Progress



# Bullpen

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Single, open room  
(See “ Informative workspace” principle)

# Artifacts

## Part E: Artifacts

### **What we have seen:**

Virtual and material tools  
that directly support agile concepts