

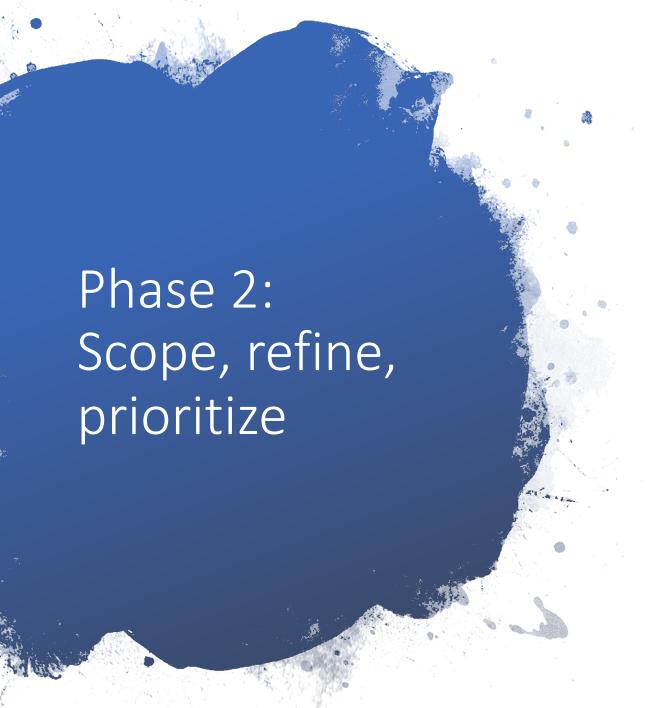


- User Stories: Lightweight method for defining, refining, prioritizing requirements.
- **Resource:** Many sources. We list just a few:
 - User Stories Atlassian: Makers of Confluence, Jira.
 - <u>User Stories: An Agile Introduction</u>: Agile Modeling
 - <u>User Stories</u>: Commercial site (Mountain Goat Software), but good basics.
 - How to write good user stories: A YouTube video from CA Technologies that provides some tips for useful stories.
 - Getting Started with Agile: Epics, Features, and User Stories YouTube: A nice overview of agile requirements.
 - <u>"As a, I want, So that" Considered Harmful</u>: Does not dismiss value of user stories, reminds the reader that the format is not magic, and that variations can be useful for encoding requirements more effectively. More generally, Crisp's Blog (note: many articles are in Swedish) is a good resource for topics in modern software development.
- Replacing the User Story with the Job Story: "When < >, I want to < >, so I can < >."



- Brainstorm: Don't worry about phrasing, size, details.
- Collect in a table (shared document is best):

#	Title	Reported by	Story	Stakeholders	Resources (URLs)
1			As < >, I want < >, so that < >.		
			When < >, I want to < >, so I can < >.		



- **Discuss:** Discuss each story for scope, understanding and right-sizing.
 - Out of scope: Identify stories that are out of scope for our class.
 - Clarify and right-size: Clarify the story, perhaps split into more than one, or combine with another, such that the stories are roughly the same "size" and scope.
- **Prioritize and choose:** Order top (not all) stories based on importance and ability to execute.

Stories Useful in Many Settings

Tool selection

Select team IDE - Cloud9 AWS - GoogleDocs of IDEs.

Team policy

Behaviors, practices expected from my team.

Group reorg

What each team member needs – Guided ECP ST reorg.

Regrouping

Remembering priorities as the project progresses