TidBIT

As a part of this module, you will begin developing user stories for the SNHU Travel project. Keep in mind that user stories are a way to really keep the **user** and their needs at the center of what you develop. The following humorous user story examples can help you keep this in mind. "User stories are also kind of a joke in developer circles online. There is a Goat User Stories twitter 🗗 (https://twitter.com/GoatUserStories) account which posts user stories from the perspective of a goat. There is also a joke in the form of a user story that has been circulating ever since user stories became a part of software development: 'As a manager, I want you to implement the sign-in form, because I said so.'

Why is this a joke? Well, because even though it fits the template we expect for a classic user story (As a $user\_type$, I want to $do\_something$ so that I can $reason$.), it is the opposite of a true user story. **A true user story is from the perspective of someone who has skin in the game—someone who uses the product.** The joke also inverts the "why"-centered thinking of a user story and replaces it with the exact problem we are trying to avoid—creating features with thin to no justification from the user's perspective." (emphasis added)

Reference

Prehn, R. (2016, Jun 1).*As a team member, I want better user stories…* Revelry. Retrieved from https://revelry.co/better-user-stories/.

Required Resources

Textbook: *The Project Manager's Guide to Mastering Agile* 🗗 (https://search.ebscohost.com/login.aspx? direct=true&custid=shapiro&authtype=athens,ip&db=nlebk&AN=937009&site=ehost-live&scope=site), Chapter 4

This chapter covers planning strategies, requirement practices, user stories, and managing a Product Backlog. In agile development, planning is spread out over the life of the project and occurs "just in time" as the project progresses. Traditional roles adapt and change in response. The user stories help frame requirements in easy-to-understand, bite-sized chunks which are then added and prioritized in the backlog. As you read, consider the following questions:

- What are the key things to remember when considering a planning approach?

- What is the general format a user story follows?
- How are the backlog items prioritized?