✓ **Congratulations! You passed!**
TO PASS 100% or higher

Keep Learning

GRADE
100%

User Stories

TOTAL POINTS 5

1. What of the following are the qualities of good user story as mentioned in the INVEST model? Choose three.

   1 / 1 point

   ☑ Independent: Dependencies among stories should be minimized

   > ✓ **Correct**
   > Please see video "Characterstics of good user stories"

   ☐ Natural: Stories should feel intuitive to the user

   ☑ Valuable: Stories should be valuable to user

   > ✓ **Correct**
   > Please see video "Characterstics of good user stories"

   ☐ Editable: Stories should be editable after and during development

   ☐ Specific: Stories should define a very specific requirement

   ☑ Testable: Once the story is implemented, we should be able to test that it is done

   > ✓ **Correct**
   > Please see video "Characterstics of good user stories"

2. What issues do you see in following story?

   1 / 1 point

   As a grocery buyer, I want to see different food items in different colors: red for meats, brown for grains, green for vegetables so that i can identify food items by type.

   ☐ This story has no issues. It has all the info we need in a story.

   ☐ The user "grocery buyer" is not a valid user.

   ☑ This story breaks the quality of negotiable.

   > ✓ **Correct**
   > True. This story breaks the quality of negotiable as it specifies the specific color for each item type instead of just stating that the different item types should stand out.

   ☐ This story is not testable.

3. What are the 3 Cs of user stories?

   1 / 1 point

   ☐ Complete

   ☑ Conversation

   > ✓ **Correct**
   > Watch the video: "User Stories: The currency of agile development"

   ☐ Creative

   ☑ Confirmation

   > ✓ **Correct**
   > Watch the video: "User Stories: The currency of agile development"

   ☑ Card

   > ✓ **Correct**
   > Watch the video: "User Stories: The currency of agile development"

4. What are some of the key parts of a user story? Choose four.

   1 / 1 point

   ☐ The design of the back-end functionality including table and field names.

   ☑ Who is it for? What does the user want to do? Why does the user want to do that?

   > ✓ **Correct**
   > Watch video "User Stories: The currency of agile development"

   ☑ Acceptance tests

   > ✓ **Correct**
   > Watch video "User Stories: The currency of agile development"

   ☑ The story title

✓ **Correct**
Watch video "User Stories: The currency of agile development"

☐ The names of the developer who will implement the story and the tester who will validate it.

☑ The estimated development time

✓ **Correct**
Watch video "User Stories: The currency of agile development"

5. Which of the following statements are true about "Spike" stories? Choose three.

1 / 1 point

☑ It is recommended that these stories have well defined acceptance criteria so that team knows what is expected at the end of exploration.

✓ **Correct**
To keep team focused, spike stories should have well defined criteria.

☐ Spikes are stories that allow slack time for team members to pursue their interests.

☑ Spike stories are timeboxed.

✓ **Correct**
To keep the team focused and make sure we are investing a judicious amount on research, spike stories are timeboxed.

☑ They can be used for knowledge acquisition.

✓ **Correct**
True. Spike stories are used to gain knowledge when you don't have enough knowlege about a particular technology or solution.