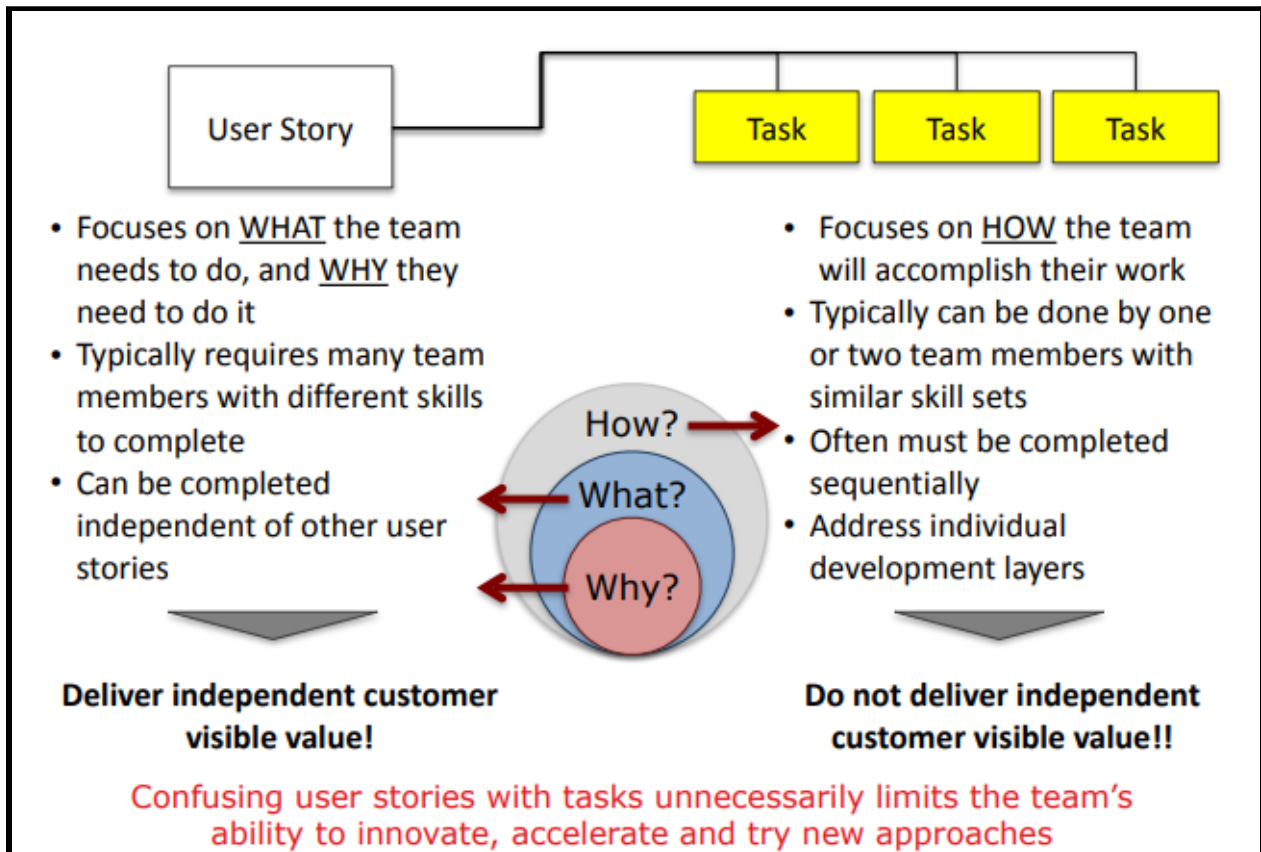
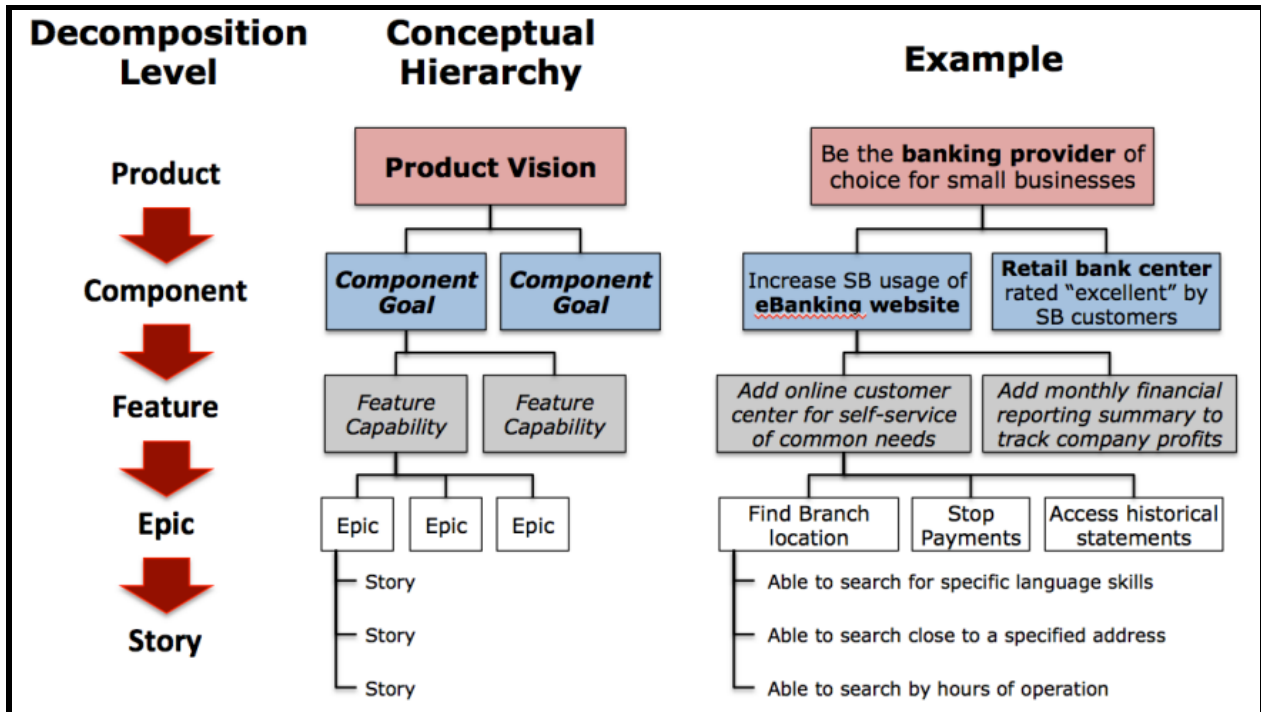


Practical – 08

Case Study –User stories Creation with Acceptance Criteria

- 1) Select your system: Define Scope and Goal
- 2) List Users of System.
- 3) List User Stories and Acceptance Criteria for each user.



📖 user stories	✓ tasks
a user story = the WHAT	the task = the HOW
user stories describe a piece of functionality from the point of view of the user	"what are the activities we need to perform in order to deliver outcomes (user stories)"
divided features into business processes	tasks are individual pieces of work

User Story:

- A user story is a tool used in Agile software development to capture a description of a software feature from an end user perspective. The user story describes the type of user, what they want and why. A user story helps to create a simplified description of a requirement and can fit into Agile frameworks like Scrum and Kanban.
- A user story is a requirement for any functionality or feature which is written down in one or two lines and max up to 5 lines. A user story is usually the simplest possible requirement and is about one and only one functionality (or one feature)
- The most commonly used standard format for a User Story creation is stated below:
As a <user role/customer>, I want to <goal to be accomplished> so that I can <reason of the goal>.

As a <type of user>, I want <some feature> so that <reason>

WHO are we building it for? Who is the user?	As a <type of user>
WHAT are we building? What is the intention?	I want <some goal or objective>
WHY are we building it? What is the value for the customer?	So that <benefit/value>

- Example:
As a WhatsApp user, I want a camera icon in the chat write box to capture and send pictures so that I can click and share my pictures simultaneously with all my friends.

As an online shopper, I want to add an item to my cart, so that I can purchase it

As an internet banking customer
I want to see a rolling balance for my everyday accounts
So that I know the balance of my account after each transaction is applied

As an administrator
I want create other administrators
So that I can delegate tasks

As a marketer
I want create automated email campaigns
So that I can keep evaluators engaged

- Some Guidelines:
 - Keep them short
 - Keep them simple
 - Write from the perspective of the user
 - Make the value/benefit of the story clear - what is the reason for the story?
 - Describe one piece of functionality. If you have to write and break it into 2 stories
 - Write stories as a team
 - Use acceptance criteria to show a MVP
-

Acceptance Criteria:

- Acceptance criteria define what must be done to complete an Agile user story.
- Acceptance criteria or 'conditions of satisfaction' provide a detailed scope of a user's requirements. They help the team to understand the value of the story and set expectations as to when a team should consider something done.
- An acceptance criterion is a set of accepted conditions or business rules which the functionality or feature should satisfy and meet, in order to be accepted by the Product Owner/Stakeholders.
- This is a very important part of user story completion and it should be studied by the Product Owner and Business Analyst very meticulously because missing a single criterion can cost a lot. This is a simple numbered or bulleted list.
- Its format is as follows:
"Given some precondition when I do some action then I expect the result".
- Example :
 - Let's consider that I'm chatting with a friend and I should be able to capture a picture.
 - When I click on a picture, I should be able to add a caption to the image before sending it.

- If there is some problem with starting my phone camera, an error message like 'Camera could not be started'. etc., should be shown accordingly.
- Example:

As an online banking customer, I want strong a strong password, so that my credit card information is secure

Acceptance Criteria:

 - The password must be at least 8 characters
 - The password must contain at least 1 character from each of the following groups: lower case alphabet, upper case alphabet, numeric, special characters (!, @, #, \$, %, ^, &, *)
- Example:

As a conference attendee, I want to be able to register online, so that registration is simple and paperless

Acceptance Criteria:

 - A user can not submit a form without filling out all of the mandatory fields
 - Information from the form is stored in the registrations database
 - Protection against spam is working
 - Payment can be made via Paypal, Debit and Credit Card
 - An acknowledgment email is sent to the attendee after submitting the form
- The Given-When-Then formula is a template intended to guide the writing of acceptance tests for a User Story:
 - (Given) some context
 - (When) some action is carried out
 - (Then) a particular set of observable consequences should obtain
- An example:
 - Given my bank account is in credit, and I made no withdrawals recently,
 - When I attempt to withdraw an amount less than my card's limit,
 - Then the withdrawal should complete without errors or warnings

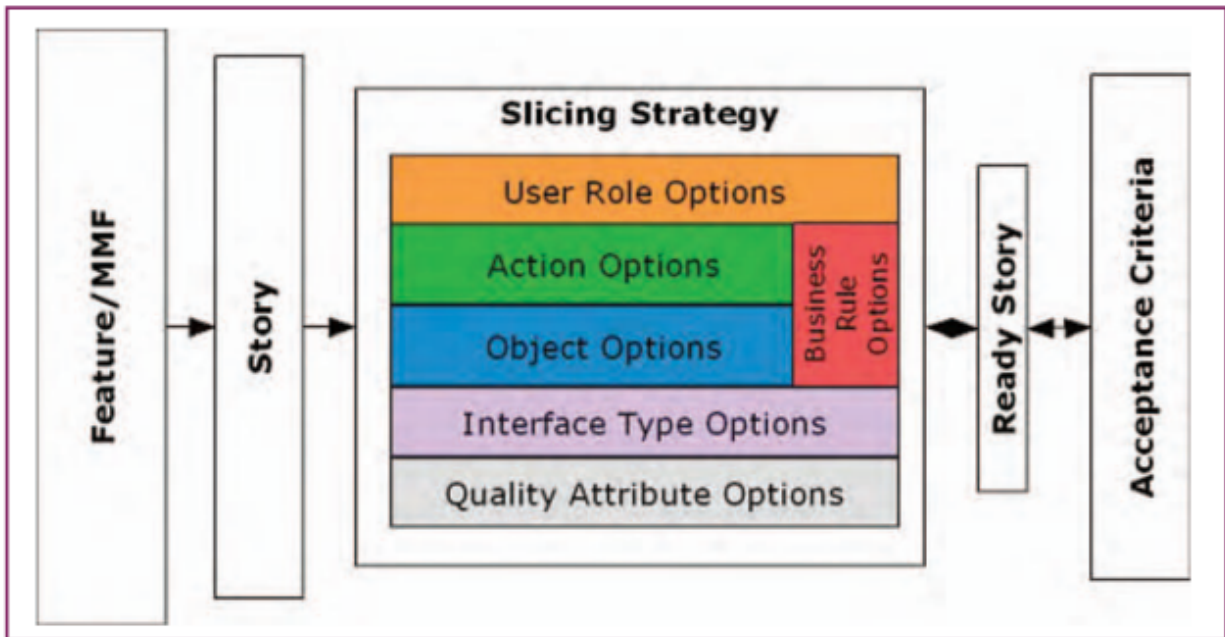
THE GIVEN/WHEN/THEN ACCEPTANCE CRITERIA: EXAMPLE 1

User story: As a user, I want to be able to recover the password to my account, so that I will be able to access my account in case I forgot the password.

Scenario	Forgot password
Given	The user navigates to the login page
When	The user selects <forgot password> option
And	Enters a valid email to receive a link for password recovery
Then	The system sends the link to the entered email
Given	The user receives the link via the email
When	The user navigates through the link received in the email
Then	The system enables the user to set a new password

- Acceptance Criteria Goals:
 - To clarify what the team should build before they start work
 - To ensure everyone has a common understanding of the problem
 - To help the team members know when the story is complete
 - To help verify the story via automated tests
- Acceptance criteria should include
 - Negative scenarios of the functionality
 - Functional and non-functional use cases
 - Performance concerns and guidelines
 - What system/feature intends to do
 - End-to-user flow
 - The impact of a user story to other features
 - UX concerns
- Hence, the User story defines the requirement for any functionality or feature while the Acceptance Criteria defines the 'Definition of done' for the user story or the requirement.

Note:



For Example:

We are building an application for a business that sells products such as books, movies, music, and greeting cards. Assume a physical store.

- Your Product Owner has a story: As a customer, I want to buy a product so that I can enjoy using it!
- This story is a huge epic. The team needs to work with the product owner to split it.

After Slicing:

- As an individual anonymous buyer, I want to buy a new book with cash and receive a cash receipt.