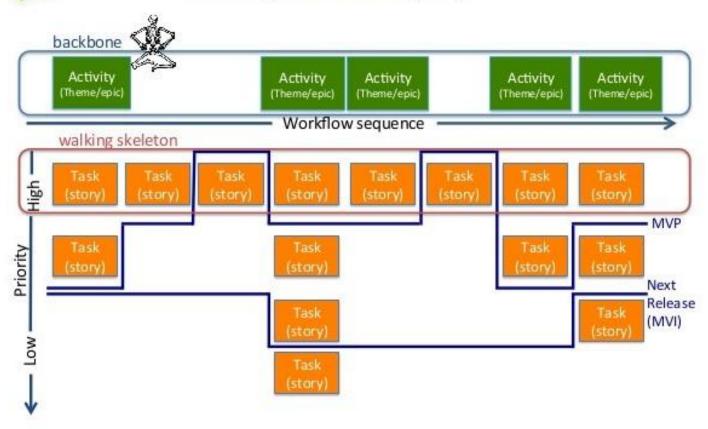
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Anatomy of a User Story Map





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Story Mapping Framework

Frame

Create short feature brief (like problem you are solving)

Map the big picture

 Get the full journey, starting by the most critical user to the product success by identifying user activities (groups of tasks that work together to support a common goal)

Explore

- Break down larger user tasks into subtasks and interface details
- Think about the possibilities and what could go wrong
- Look for variations
- Go to the blue sky Be creative on finding new things even if they are out of scope
- Find exceptions
- Consider other users

Slice Out Viable Releases

- Slice the mapping into several product releases each one with incremental value
- Define the target outcomes and impact for each release
- Define success metrics for each release
- Slicing will allow to learn fast and avoid risk

- Slice Out a Development Stategy
 - Define the simplest functional version ("functional walking skeleton")
 - Validate performance and scalability
 - Align releases with stakeholders
 - Plan the work necessary to refine stories
 - Agree on acceptance criteria within the team
 - Plan development and testing
 - Build and verify parts of working software

Pros

- Helps to quickly and efficiently define the MVP
- Centered on user experience
- Collaborative definition

Cons

 It does not consider external product prioritization facts like business value and complexity

Exercise

We want to build an e-commerce website

User journey

- 1. Search for an item
- 2. View product
- 3. View photo and details to better analyze product
- 4. Select the item for purchase
- 5. Enter payment info
- 6. Enter shipping address
- 7. Confirm order

Mapping user journey into activities/tasks:

- 1. Find product [Search for item]
- 2. Product details [View product + View photo]
- 3. Shopping cart [Select item for purchase]
- 4. Checkout [Payment info + Shipping info + Confirmation]

