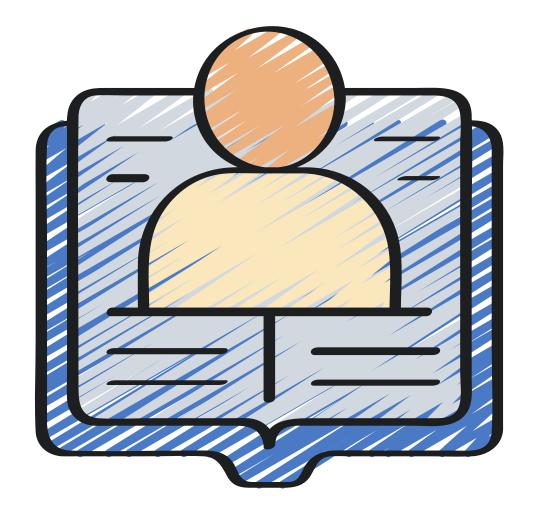
# **COMP 3550**

# 2.1 — USER STORIES: STRUCTURE & PURPOSE

Week 2: Planning Artifacts & Project Architecture

#### WHY USER STORIES?

- Describe the problem from the user's perspective
- Connect features to real user value
- Short, human-readable, and flexible



#### THE CLASSIC FORMAT

Format:

As a [role], I want to [goal] so that [reason]."

Break it down:

- Role → Who is the user?
- Goal → What do they want to do?
- Reason → Why does it matter to them?

# **EXAMPLE (MONSTER BUDDY):**

"As a parent, I want to record a custom goodnight message so that my child feels safe and connected at bedtime."



"As a child, I want to scan my room for friendly monsters so that I can feel brave going to sleep."

## **USER STORY ≠ TASK**

User Story	Not a User Story
As a parent, I want to record a message so that my child feels safe.	Add a Record button.
As a child, I want to scan for monsters so that I feel brave.	Add the Scan Button to kickstart the scan animation
As a user, I want to earn badges so that I stay motivated.	Implement the "BadgeBoard" API
As a parent, I want a bedtime checklist so that routines are fun.	Add cute emojis to the Bedtime Checklist page

Focus on the user — not the tech!

### INVEST CRITERIA FOR GOOD STORIES

ndependent

N egotiable

**V** aluable

**E** stimatable

**S** mall

**T** estable

### INVEST CRITERIA FOR GOOD STORIES

Independent? Yes — does not depend on badges, rewards, etc.



Negotiable?



Yes — can discuss "scan" (camera? animation?)

Valuable?



Yes — core emotional comfort feature.

Estimatable?



Depends on scan complexity (AR vs pretend scan).

Small?



Could get big if scope creeps (AR vision, voice)

Testable?



Yes — can test child completes scan + feedback

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As a child, I want to scan my room for friendly monsters so that I can feel brave going to sleep.

# **USER STORIES VS. USE CASES**

Two different tools — use what fits your team

	User Stories	Use Cases
	Flexible, informal	Detailed, structured
	Focus on who, what, and why	Focus on <i>how</i> the system behaves
	Written from the user's point of view	Describes system flows & alternate paths
•	Great for prioritizing & planning	Great for documenting complex interactions
	Example: "As a parent, I want to record a message so my child feels safe."	Example: "Parent records message → system saves → child plays message."
	Often used in Agile / Scrum	Often used in waterfall / hybrid

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#### PAUSE & REFLECT

Each team member should be writing 1-2 draft user stories based on your team's vision. Aim for clarity and testability. We will be going through them in class