

# User Story Mapping

COMP2007

James Hayter  
[james.hayter@plymouth.ac.uk](mailto:james.hayter@plymouth.ac.uk)  
Wang Miao  
[wang.miao@plymouth.ac.uk](mailto:wang.miao@plymouth.ac.uk)



# User Story

A small piece of text describing an action:

- “As a X I want to Y”
- “As a Fugitive I want to Race a Car”

You can chain together actions

- Through a city
- While police chase me
- I need to avoid obstacles



Each action should fit on a post it note!

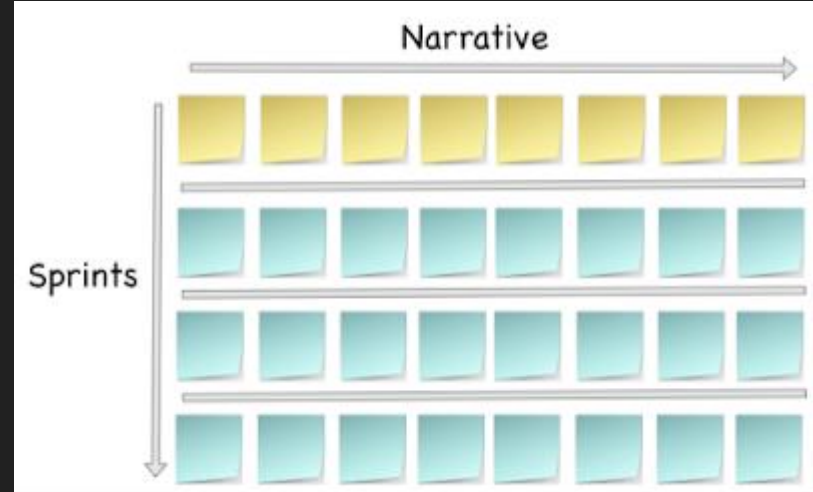
You often want to define what type of character you are playing if a central character is important to your ideas theme or story

# User Story Mapping

A two-dimensional map of user stories.

Arranged by priority or a narrative of user activity on the horizontal axis.

The vertical axis groups stories by sprints or releases over time.



# User Story Mapping for Sprints

Establish Scope, research purpose/theme/narrative, Identify elements needed

Define Specification, Plan and Prioritise Workflow

Design assets, gather resources Build assets/code

Quality Assurance; test functionality, test user interaction, evaluate user experience

Integrate to deliver Proof of Concept or first iteration - repeat!

