ACCEPTANCE CRITERIA

**ABOUT:**

In agile, acceptance criteria refer to a set of predefined requirements that must be met to mark a user story complete. Acceptance criteria are also sometimes called the “definition of done” because they determine the scope and requirements that must be executed by developers to consider the user story finished.

As a product manager or product owner, you may be responsible for writing acceptance criteria for the stories in your product backlog.

**Acceptance criteria definition 1:**

“conditions that a software product must satisfy to be accepted by a user, customer or other stakeholder.”

**Acceptance criteria definition 2:**

“pre-established standards or requirements a product or project must meet.”

**Note:**

Acceptance criteria are also sometimes called the “definition of done” because they define the scope & requirements of user stories. They give developers the context needed to execute on a user story.

**Example acceptance** **criteria** – given/when/then:

**User story:**

As a product manager.

I want to score potential ideas.

So that I can decide what to include on my product roadmap.

**Acceptance criteria for that user story could be:**

**Scenario:** The product manager adds potential ideas and ranks the best ideas based on benefit versus cost.

Given that I have added two or more ideas and scored them using the benefit vs cost scoring model

When I click the rank button

Then ideas are sorted with the top-scoring ideas at the top.