USER STORY

About:

User stories are short, simple descriptions of a feature told from the perspective of the person who desires the new capability, usually a user or customer of the system. They typically follow a simple template:

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

User stories are part of an agile approach that helps shift the focus from writing about requirements to talking about them. All agile user stories include a written sentence or two and, more importantly, a series od conversations about the desired functionality.

* During release planning, a rough estimate is given to a user story using relative scale as points.
* During iteration planning, story is broken down into tasks.
* User story talks about what to be done.
* It defines what user needs.
* Stories are implemented by tasks, each story is a collection of tasks.

Note:

User stories are a few sentences in simple language that outline the desired outcome.

They don’t go into detail.

User stories are also the building blocks of larger agile frameworks like epics and initiatives.

Epics are large work items broken down into a set pf stories and multiple epics comprise an initiative.