**Agile Methodologies 1 Assignment 2 –**

**Develop User Stories – For your Chosen Project (MLO3 – 15%)**

**Brief description of what functionality is required**

Students present an overview of their project in class (Week 8 or Week 9).

**Assignment Details:**

1. You shall work as part of a collaborative group to which you are assigned.
2. You and your group are required to develop the User Stories for your chosen project idea. The user stories are to be documented in the group’s Product Backlog using easybacklog.com.
3. Your work and the group’s work should be guided by the Assessment Criteria Sheet (see below).

**Submission Requirements:**

1. Your Product Backlog.
2. Presentation of Game Design/User Stories.

**Due Date: Week 12 – In Class Presentation of User Stories**

**Week 12 - Submission of Group Self-Assessment (Hardcopy)**

**Assessment Criteria (for Guidance and Assessment of Assignment)**

**TOTAL MARK**

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| --- | --- | --- | --- |
| **Criteria Descriptor** | **Well Achieved**  **(100)** | **Achieved**  **(60)** | **Not Achieved**  **(20)** |
| **Independent** | For all User Stories—The user story must be able to stand alone. It must be a feature or a component of a feature that can be tested and implemented as a unique element. To the extent possible, user stories should not be dependent on other activities. Ideally, they are written so that they can be delivered in any order.  **20** | Minority of User Stories do not fulfil the **Independent** Criteria.  **12** | Majority of User Stories do not fulfil the **Independent** Criteria.  **4** |
| **Negotiable** | For all User Stories — A user story should invite collaboration and discussion about the best way to solve the business problem that is presented. The team, the Scrum master, and the product owner must be open to conversation about available options.  **10** | Minority of User Stories do not fulfil the **Negotiable** Criteria.  **6** | Majority of User Stories do not fulfil the **Negotiable** Criteria.  **2** |
| **Valuable** | For all User Stories — Each story adds value. The reason why we do anything in Agile is to drive business value, and the more business value being delivered, the higher the priority of the story. If the story does not add business value, the team should not work on it (or maybe not consider it).  **15** | Minority of User Stories do not fulfil the **Valuable** Criteria.  **9** | Majority of User Stories do not fulfil the **Valuable** Criteria.  **3** |

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| **Estimatable** | For all User Stories –Each story is estimatable. The story is not too big or too vague. It is clear enough that the developers and testers can reasonably estimate the complexity and length of time to deliver.  **10** | Minority of User Stories do not fulfil the **Estimatable** Criteria.    **6** | Majority of User Stories do not fulfil the **Estimatable** Criteria.  **2** |
| **Small** | For all User Stories —The story should be small enough to be completed within a single sprint or iteration.  **15** | Minority of User Stories do not fulfil the **Small** Criteria.  **9** | Majority of User Stories do not fulfil the **Small** Criteria.  **3** |
| **Testable** | For all User Stories —Is it enough of a feature, and it is written in such a way that it can be tested to make sure it works as expected?  **15** | Minority of User Stories do not fulfil the **Testable** Criteria.  **9** | Majority of User Stories do not fulfil the **Testable** Criteria.  **3** |
| **Who, What, and Why** | For all User Stories – The Who, What, and Why are clearly identifiable.    Who: A user story incorporates the perspective of the person who will use or benefit from the requested feature.  What: A user story is a description of the requested feature (or component of a feature) that is short and simple.    Why: A user story incorporates the “value” of the feature so the team can understand what is driving this particular request.  **15** | Minority of User Stories do not fulfil the **Who, What, and Why** Criteria.  **9** | Majority of User Stories do not fulfil the **Who, What, and Why** Criteria.  **3** |