**T.Y. B. Tech.**

**CS 303: Software Engineering Laboratory**

Assignment No: 7

**User Story Cards**

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| Project Group Information | | | |
| Roll. No. | **Gr. No.** | **Name** | **Roles** |
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**Approved By:**

**Academic Year: 2017-18 Semester: I**

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# INTRODUCTION

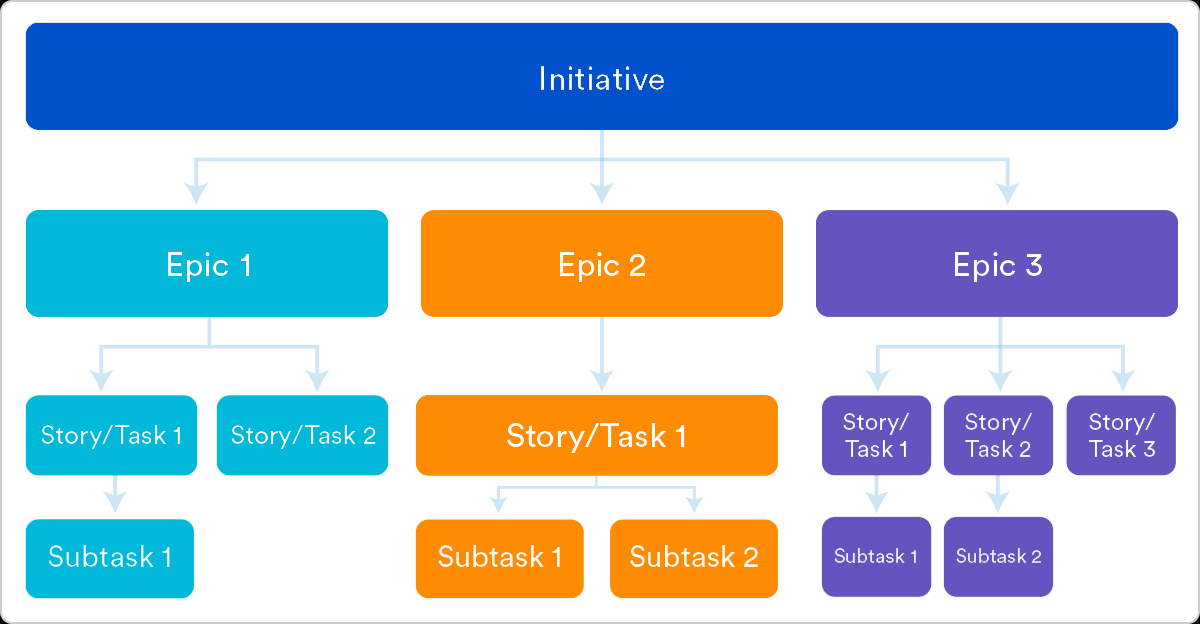
*What does defining customer problems look like in an agile world? The agile manifesto reminds us that we don’t always have to do it the “traditional” way. As product managers, we should be doing whatever is required to tell the story of the customer. Try different things: experiment, explore, then do what works best for you and your team in the context that you might be working in.*

* *If it means you can have several discussions and sketch something on a bit of paper – then do it.*
* *What if you could get everyone (including the customer) in a room and do a user story mapping exercise? If that communicates the problems well, then you don’t need to go much further.*
* *Or what if you can visit the customer and watch them use your product in context? Could you get your engineers and designers to sit next to the customer to listen to and observe their problems?*
* *Instrumenting your product with analytics hooks give you aggregate, concrete data about how customers as a whole are using your product.*
* *Another option would be to grab the product triad (a product manager, engineer and a designer) for a quick stand-up to sketch, discuss and make some quick decisions on the spot.*
* *Need to explore some more? Try running a workshop where you gather key stakeholders and do lots and lots of white-boarding or even paper prototyping to dive deep into understanding the problems you are trying to solve and how you could solve those problems.*

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| **Epic** Large body of work, contains stories | **Story** Smallest unit of work, also known as a task | **Version** The release of software to the customer | **Sprint** Iteration where team does the work |

# EPICS AND USER STORIES

*Epics are larger bodies of work that stories roll up into. An epic can span across multiple sprints and versions. Versions are different from epics, because they are a point in time where software is released to the customer. A version might contain multiple epics. Epics help teams create hierarchy and structure. Stories help teams keep track of specific details for the task at hand and can be broken down into sub-tasks.*



* *An* ***epic*** *is a large body of work that can be broken down into a number of smaller stories. For example, performance-related work in a release. An epic can span more than one project, if multiple projects are included in the board to which the epic belongs.*
* *Unlike sprints, epics often change in scope over time as a natural aspect of agile development. Epics are almost always delivered over a set of sprints. As a team learns more about an epic through development and customer feedback, user stories will be added and removed to optimize the team's release time.*
* ***Burndown******charts*** *can also be used to visualize epics, which keep teams motivated and the executive stakeholders informed. A good epic burndown chart shows the agile nature of development. It's clear how the team is progressing as well as where the product owner added and removed user stories. Having these data points clearly visible keeps everyone on the same page and facilitates open conversation about the evolution of the product and completion forecasts. Not to mention that transparency builds trust!*
* *A story or* ***user story*** *is the smallest unit of work in an agile framework. It is a software system requirement that is expressed in a few short sentences, ideally using non-technical language.*
* *The goal of a user story is to deliver a particular value back to the customer. Note that "customers" don't have to be external end users in the traditional sense, they can also be internal customers or colleagues within your organization who depend on your team.*
* ***User stories*** *are a few sentences in simple language that outline the desired outcome. They don't go into detailed requirements.*
* ***Versions*** *are the actual releases of software out to customers. Remember, at the end of each sprint the team should be able to ship the software to customers. Versions are the curated changes the product owner actually ships.*
* ***Versions*** *are often developed over a set of sprints, much like epics. Savvy product owners may choose to deliver an epic over several versions. An epic does not have to be fully contained within a version. By delivering an epic over several versions, the product owner can learn how the market is responding to that epic and make calculated decisions about its future direction rather than doing one giant release.*
* *A* ***sprint*** *is a short period in which the development team implements and delivers a discrete and potentially shippable application increment, e.g. a working milestone version. If you haven't run sprints before, we recommend using a fixed two-week duration for each sprint. It's long enough to get something accomplished, but not so long that the team isn't getting regular feedback.*
* *In* ***scrum****, teams commit to complete a set of user stories during a fixed time period. Generally speaking, sprints are one, two, or four weeks long. It's up to the team to determine the length of a sprint. Once a sprint cadence is determined, the team perpetually operates on that cadence. Fixed length sprints reinforce estimation skills and enable the ability to predict the future* ***velocity*** *for the team once they have the data from several completed sprints.*

*Once a team commits to a set of user stories for the sprint, and the sprint is started, the scrum master is in charge of fending off changes to the user stories. This keeps the team focused and combats "s****cope creep****" (adding work to the sprint after the sprint starts). Adding work mid-sprint compromises the team's ability to forecast and estimate accurately.*

*At the end of each sprint, the team is required to deliver a working piece of software. In scrum, that's called a* ***potentially shippable increment*** *(PSI). The product owner ultimately decides when the PSI gets released to customers, but the work should be complete enough to be suitable for release at the end of the sprint.*

*In agile development,* ***work in progress*** *(WIP) limits set the maximum amount of work that can exist in each status of a workflow. Limiting the amount of work in progress makes it easier to identify inefficiency in a team's workflow. Bottlenecks in a team's delivery pipeline are clearly visible before a situation becomes dire.*

# USER STORIES: GOAL-1

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| Objective-1 | Objective Name | |
| Purpose | Indicate purpose of the objective here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
| Task Description | 1. |  |
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| Process-2 | Process Name | |
| Purpose | Indicate purpose of the Process here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
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| Target Audience | Customers/ Stakeholders | |
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| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
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# USER STORIES: GOAL-2

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| Objective-1 | Objective Name | |
| Purpose | Indicate purpose of the objective here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
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| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
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| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
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| Purpose | Indicate purpose of the Process here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
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# USER STORIES: GOAL-3

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| Objective-1 | Objective Name | |
| Purpose | Indicate purpose of the objective here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
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| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
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| Process-2 | Process Name | |
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| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
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| Purpose | Indicate purpose of the objective here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
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# USER STORIES: GOAL-4

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| Objective-1 | Objective Name | |
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| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
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| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
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| Objective-2 | Objective Name | |
| Purpose | Indicate purpose of the objective here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
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| Purpose | Indicate purpose of the Process here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
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# USER STORIES: GOAL-5

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| Objective-1 | Objective Name | |
| Purpose | Indicate purpose of the objective here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
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| Process-1 | Process Name | |
| Purpose | Indicate purpose of the process here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
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| Process-2 | Process Name | |
| Purpose | Indicate purpose of the Process here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
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| Objective-2 | Objective Name | |
| Purpose | Indicate purpose of the objective here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
| Task Description | 1. |  |
|  | 2. |  |
|  | 3. |  |
|  | 4. |  |
|  | 5. |  |
|  | 6. |  |
|  | 7. |  |
|  | 8. |  |
|  | 9. |  |
|  | 10. |  |

|  |  |  |
| --- | --- | --- |
| Process-1 | Process Name | |
| Purpose | Indicate purpose of the process here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
| Task Description | 1. |  |
|  | 2. |  |
|  | 3. |  |
|  | 4. |  |
|  | 5. |  |
|  | 6. |  |
|  | 7. |  |
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|  | 10. |  |

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| --- | --- | --- |
| Process-2 | Process Name | |
| Purpose | Indicate purpose of the Process here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
| Task Description | 1. |  |
|  | 2. |  |
|  | 3. |  |
|  | 4. |  |
|  | 5. |  |
|  | 6. |  |
|  | 7. |  |
|  | 8. |  |
|  | 9. |  |
|  | 10. |  |

# USER STORIES: GOAL-6

|  |  |  |
| --- | --- | --- |
| Objective-1 | Objective Name | |
| Purpose | Indicate purpose of the objective here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
| Task Description | 1. |  |
|  | 2. |  |
|  | 3. |  |
|  | 4. |  |
|  | 5. |  |
|  | 6. |  |
|  | 7. |  |
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|  | 9. |  |
|  | 10. |  |

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| --- | --- | --- |
| Process-1 | Process Name | |
| Purpose | Indicate purpose of the process here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
| Task Description | 1. |  |
|  | 2. |  |
|  | 3. |  |
|  | 4. |  |
|  | 5. |  |
|  | 6. |  |
|  | 7. |  |
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|  | 10. |  |

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| --- | --- | --- |
| Process-2 | Process Name | |
| Purpose | Indicate purpose of the Process here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
| Task Description | 1. |  |
|  | 2. |  |
|  | 3. |  |
|  | 4. |  |
|  | 5. |  |
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| --- | --- | --- |
| Objective-2 | Objective Name | |
| Purpose | Indicate purpose of the objective here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
| Task Description | 1. |  |
|  | 2. |  |
|  | 3. |  |
|  | 4. |  |
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|  | 10. |  |

|  |  |  |
| --- | --- | --- |
| Process-1 | Process Name | |
| Purpose | Indicate purpose of the process here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
| Task Description | 1. |  |
|  | 2. |  |
|  | 3. |  |
|  | 4. |  |
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|  | 10. |  |

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| --- | --- | --- |
| Process-2 | Process Name | |
| Purpose | Indicate purpose of the Process here in 3/4/ statements. | |
| Target Audience | Customers/ Stakeholders | |
| Status | On-going/ Completed | |
| Role: | **As a** *<type of user>* | |
|  | **I want to** *<perform some task>* | **so that I can** *<achieve some goal>* |
| Task Description | 1. |  |
|  | 2. |  |
|  | 3. |  |
|  | 4. |  |
|  | 5. |  |
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