**User stories:**

User stories are a widely used technique in agile software development to capture and communicate requirements from the perspective of an end user or a stakeholder. They are concise, informal descriptions of a feature or functionality written from the user's point of view.

**Good user story**:

user stories are composed of three aspects

1.Card: Written description of the story, used for planning and as a reminder

2.Conversation: Conversations about the story that serve to flesh out the details of the story

3.Confirmation: Tests that convey and document details that can be used to determine when a story is complete.

**Examples**:

As a more generic example of writing user stories in Scrum, these are some typical user stories for a job posting and search site:

A user can post her resume to the web site.

A user can search for jobs.

A company can post new job openings.

A user can limit who can see her résumé.

**User story format:**

The user story format typically follows a simple template:

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

Let's break down each part:

1.'User Role or Persona (As a <type of user>):

Describes the role or type of user who will benefit from the feature.

Examples: "As a customer," "As an admin," "As a site visitor."

2.Action or Goal (I want <some goal>):

Specifies the desired functionality or action the user wants to achieve.

**Examples:** "I want to submit feedback," "I want to view my order history," "I want to reset my password."

3.Purpose or Benefit (so that <some reason>):

Explains the reason or benefit of the user's goal.

Examples: "So that I can share my thoughts on the product," "So that I can track my previous purchases," "So that I can regain access to my account."

**Example User Story:**

"As a registered user, I want to receive email notifications for new product releases so that

I can stay informed about the latest updates and make timely purchase decisions."

This format helps teams focus on user needs,

encourages collaboration and discussion, and serves as a basis for further discussions, planning, and testing.

**Acceptance criteria for user stories :**

Acceptance criteria for user stories are like a checklist that helps everyone understand what needs to be done for a particular feature or task.

They're specific conditions that must be met for the work to be considered complete.

1,Clear and Specific: Make sure it's easy to understand what needs to be done.

2,Testable: You should be able to check if the task is done correctly.

2,Short and to the Point: Keep it brief and focus on the main things.

3,Measurable: It should be possible to measure if the task is done or not.

4,Matches Team Standards: Align with the team's definition of when a task is considered finished.

5,Include Special Cases: Think about unusual situations that might happen.

6,Prioritize: If there's a lot to do, figure out what's most important.

Everyone Agrees: Make sure everyone involved agrees on what needs to be done.

For example, if the task is "Let users log in," acceptance criteria could be:

Users can enter a username and password.

An error message shows up for wrong login details.

After logging in, users go to the right place.

Security is in place to protect login info.

Writing effective acceptance criteria for user stories is essential for Clear, specific,

and testable criteria ensure that everyone involved understands what needs to be delivered and how to verify its completion.

When investing in user stories, it is important to follow the INVEST framework

INVEST stands for:

* I ndependent: The story can be delivered independently of other stories.
* N egotiable: Stories should not be written to such a level of detail that they become overly restrictive and prevent your team from arriving at the best solution themselves.
* V aluable: Every story that’s delivered should make your product more valuable.
* E stimatable / Estimable: The story should be small enough to be estimated.
* S mall: The story should be small enough to be completed in a single sprint.
* T estable:The story should be testable.