

1. What is a spike?

A story or task aimed at answering a question or gathering information, rather than at producing shippable product.

2. What are main differences between "user stories", "epics" and "themes"?

A user story is simply something a user wants. "epic" is just a label we apply to a large story. "theme" A collection of related User Stories.

3. What is a user story?

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.

4. How is detail added to user stories?

First by splitting a user story into multiple, smaller user stories. Second by adding "conditions of satisfaction."

5. Who writes user stories?

Anyone can write user stories. It's the product owner's responsibility to make sure a product backlog of agile user stories exists, but that doesn't mean that the product owner is the one who writes them.

6. What are three aspects of user stories?

Card: a written description of the story used for planning and as reminder. Conversation: about the story that serve to flesh out the details of the story. Confirmation: tests that convey and document details and that can be used to determine when a story is complete.

7. Why user stories should be used?

User stories are worth using because they emphasize verbal communication, can be understood equally by customers and developers, can be used for planning iteration, work well within an iterative development process, and because they encourage the deferring of detail.

8. What are features of a good story?

Independent, negotiable, valuable to users or customers, estimatable, small and testable

9. What are the most valuable techniques for creating a set of stories?

User interview- Questionnaires- Observation- Story writing workshop

10. What is story-writing workshop?

A story-writing workshop is a meeting that includes developers, users, the product customer and other parties who can contribute by writing stories. During the workshop the participants write as many stories as possible.

11. What is the meaning of “Closed story”?

A closed story is one that finishes with the achievement of a meaningful goal and that allows the user to feel she has accomplished something.

12. What are story points?

Story points are a unit of measure for expressing an estimate of the overall effort that will be required to fully implement a product backlog item or any other piece of work.

13. What is the meaning of triangulating an estimate?

Triangulating an estimate refers to estimating a story based on its relationship to one or more other stories.

14. What Goes into a Story Point?

Because story points represent the effort to develop a story, a team’s estimate must include everything that can affect the effort. That include 1. The amount of work to do 2. The complexity of the work 3. Any risk or uncertainty in doing the work

15. DSDM includes a prioritization referred to as the MoSCoW rules. What does MoSCoW stand for?

Must have: features are fundamental to the system. Should have: features are important but there’s a short-term workaround for them. Could have: features are ones that can be left out of the release if time runs out. Won’t have this time features that are desired but acknowledged as needing to come in a later release.

16. What is velocity?

Velocity is the average number of story points that can be completed in an iteration.

17. Why not leave the story alone as a discrete unit of work?

First for many teams the story will not be implemented by just one developer. Second stories are descriptions of user-valued functionality they are not to do list for developers. The act of converting a story into its constituent tasks is often useful because it helps point out tasks that might have been forgotten.