

# User Stories

CS303 Software Engineering Lab

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# What we'll cover

What are User Stories?

Why User Stories?

Who writes them? When are they written?

Format of User Stories. Why specific format?

Effective user stories and examples.

Classwork!

# User Stories

## What are they?

- A user story describes functionality that will be valuable to either a user or purchaser of a system or software.
- They are fundamental component of agile workflow.
- It describes how a piece of work will deliver specific customer value.
- From user's perspective, these are the straight forward descriptions of desired outcome.

# User Stories

## Why?

- Highest value delivered.
  - User stories assist the team in focusing on customer's immediate needs. This reduces the organisation's investment and helps the win the trust and satisfaction of customers.
- Brings users closer together.
  - The team can communicate with users to gain insight into their perspective, challenges, and other areas requiring attention.
- Makes it easy to prioritise tasks and facilitates quick decision making.

# User Stories

## Who writes them and When?

- Illusion! It isn't only users who write the stories, but everyone, the developers, managers, and all the stakeholders that are involved.
- The only criterion is that one needs to think from a user's perspective.
- User stories are written throughout the agile project.
- Generally, before the start of the project a workshop is organised, and the user stories are discussed.

# User Stories

## Format and why?

- As a <user type>, I want <some goal> so that <some reason>.
- User stories are generally written on index cards, sticky notes and arranged according to the priority of the task.
- The structure of the statement helps the product developers and owners prioritise.
- Ordering based on priority can be easily done on the goal based on the reason.

# Effective User Stories

- Think from end user's point of view when writing a user story.
- Estimate the user story before implementation to ensure the workload of your team is under control.
- Requirements are found with the end users, not by end users or just by the development team. Keeping a good relationship with the end users will be a win-win situation for both parties.
- Communication is always important in understanding what the end user wants.

# User Stories

## Examples

- As a <ride giver>, I want <a wallet option> so that <payments can be managed easily>.
- As a ride giver, I want a map integration navigating me to destination so that I can navigate quickly.
- Not user stories:
  - As a ride giver, for ease of navigation I want the application to be integrated with google maps.
  - As a ride taker, I want the application to be written in C++ for better functioning.



# Classwork

- Read these articles: <https://rb.gy/hexn5z> , <https://rb.gy/xr7pyz>
- You are supposed to write at least 15 user stories on the assigned topic.
- If your roll number is IMT2020XYZ, your topic number is XYZ%5.
- Topics:
  - 0: Courier Management System.
  - 1: Video Chat Application.
  - 2: Movie Streaming Application.
  - 3: PDF Scanning Application.
  - 4: Online Grocery Shopping Platform.