



# USER STORIES

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Advanced Software Engineering (Lab)  
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# What will we do?

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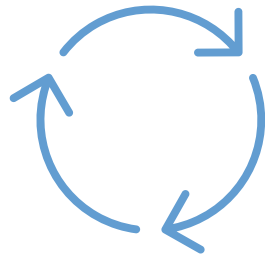
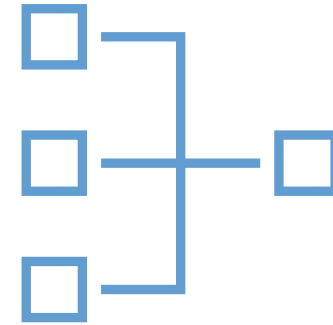
- I will describe a certain product
- You will write user stories about it in small groups
- All together, we will merge groups' user stories
- and we will assign them a priority



# User stories

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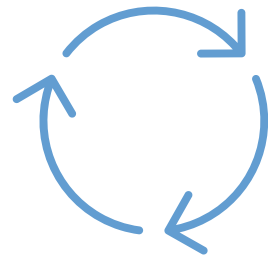
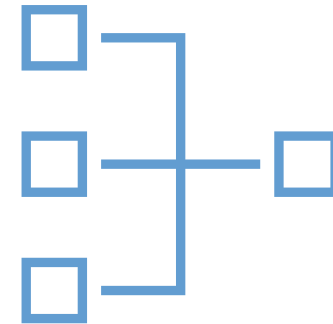
1. Definition
2. Breaking down
3. Priority assignment
4. Dependancies individuation
5. Acceptance criteria definition



# User stories

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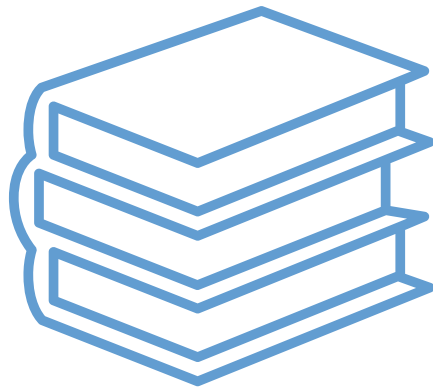
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# User stories - Definition

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- As <role>
- I want to <action>
- So that <value>



# The product

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# The product - Battle Card Game

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The product is a service for managing a PvP videogame with digital cards.

Players can play 1 vs 1 games which are and turn-based.



# The product - Battle Card Game

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All the players have the same collection of cards.

For each game, a player select a subset of cards.

A match has a fixed number of turns.





# The product - Battle Card Game

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Each turn consists of:

- Selection phase: each player select one of its playable cards.
- Battle phase: the selected cards are discovered and the 'stronger' one wins, giving a point to its player.

At the end of the turns the player with more points wins the game.



# The product - Battle Card Game

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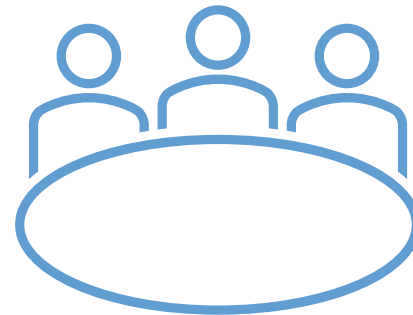
The focus is not on the collection of card.  
The focus is on games management.



# Today's Lab

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1. Create groups with people near you, at least 4 people per group.
2. Generate 10 user stories for players.
3. Try to sort them by relevance.
4. After a while, we will merge all the user stories.
5. We will give them priority levels.



# Lab take away

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- ☐ Learn to create users stories for a product
- ☐ Assign priority to user stories



# Project take away

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- ❑ Today's product will be the course project
- ❑ The implementation should address the user stories that will be published
- ❑ On the website there is a link to a shared Google Sheet related to group creation and enrollment

