**GUIDE.01: INSTRUCTIONS FOR WRITING USER STORY AND DETERMINING STORY POINT**

# Direction guide write User story.

* 1. **Direction guide write User Story**

## Dinh means User Story

User Story is a summary of user needs. Usually, user stories given by the customer, or on behalf of the customer (Product Owner), who really understand the business and accurately grasp my requirements for group play develop.

## Put Name User Story

* Quy determined put Name user story right yes means guarantee tell understand Okay muscle copy love bridge need perform.
* Put Name is equal to language English.
* Wallet example: Create new deliver Translate; Create account via to post sign above electricity phone...

***Note:*** Is not put the Name write Turn off difficult understand or code promissory note love bridge, error code.

## Description User Story

Each User Story hase 3 parts main after:

**Card** : Briefly describe the user's request in the client's language rows, not including the full details of the user's request. Dinh form spectrum know belong to User Story.

**Is is one** ( *user role* ), **I want** ( *feature/problem) would like Okay solution decide* ) **for obtain Okay** ( *benefits ) useful are from job install put the count capacity* ).

Sometimes the purpose of the User Story ( **to achieve** ) does not need to be written down. Wallet example about User Story give position power submit sign:

* To be one core pellets, I would like submit sign Literature copy for Okay receive religion get high Browser Literature copy there;
* To be one core pellets, I would like submit sign again Literature copy for Okay get high Browser Literature that version No must enter again pine believe shared about Literature copy;

Wallet example about Technical Story:

* Toan set evil Whether send and receive of the system system right Okay encode SSL.
* System system answer application SSO with account Active Directory.

**Conversation** : Making details of customer requirements through exchange Between team play develop and PO, guest row. The pine believe often bag including:

* The wallet example about user stories.
* Prototype or link to the prototype file in case of adding functionality new function, new screen (except in case of new screen function soy sauce copper with position power old, wallet example position power name item).
* Description of business flow, screen flow in case of karma flow complex service (>3 steps). Includes both primary and secondary streams, the stream foreign rate, stream error.
* The law major (business rules). Wallet example:
  + Labour awake count wage
  + One prove letters No Okay to post sign too 3 to rent bag.
* The user story bag Photo enjoy by user story this.
* Non-functional requirements: e.g. processing speed, security, number of users copper time...

**Confirmation** : Indicates how the customer or Product Owner confirms User Story already complete Fort right to request of surname.

Example with user story “As an employee, I want the document signator to be the leader approves that document”, the requirements for completion (Acceptance criteria) to be:

* + Leader religion take Okay love bridge submit sign on the part soft.
  + Leader religion take Okay pine newspaper via sms.

The love bridge complete this city also Candlestick yes the wallet example attached follow.

# Steps write user story:

- RAW: User story starts to be drafted, gets Product owner or Customers give a preliminary form in the form of 1 or 2 descriptive sentences (maybe to be Card).

* Refined: Story is smoothed by the Product owner or customer, at this story bag including full enough 3 Fort part: Card, conversation, confirmation.
* Reviewed: the development team reviews the user story, clarifying, giving feedback to the Product owner or guest row.
* Ready: user story completed, all questions, problems solved To clarify, the contents of Card, Conversation, Confirmation are all complete to be able to perform development and testing. User stories are ready to go pass enter session meeting sprint planning.

# Checklist for checking user story

|  |  |
| --- | --- |
| **No** | **Checklist** |
| 1 | Is the user story description clear, are there any ambiguous points? |
| 2 | Has the user story met the INVEST requirement? |
| 3 | Have the user stories/functions in the affected system been fully identified? |
| 4 | Are the business rules fully defined and documented? |
| 5 | Has DT discussed and identified cases, sub-threads, exception streams, and error streams adequately? |
| 6 | Are the non-functional requirements fully defined? |
| 7 | Is the information sufficient to plan the implementation of the user story? |
| 8 | Are the user story Criteria acceptances fully defined? |

User story criteria:

|  |  |
| --- | --- |
| **Criteria** | **Describer** |
| Independent | User stories need to be independent of each other: Users story can be developed without dependencies, no need to wait for another user story. This will help give planning plan perform easy easy than. |
| Negotiable | User stories need to be collaboration, exchange, negotiation negotiation between the development team and the customer or PO. Final target is meet all customer requirements. |
| Valuable | A story needs to have value. Including prices value to customers as well as internal value (eg story for upgrading framework). |
| Estimable | A good Story is to estimate the volume works can do Story |
| Sized upppropriately/ Small | User stories need to be small enough to be complete in 3-4 day (with iteration 2 week). |
| Testable | Every story is testable. This means that the acceptance criteria must be clear and present doable and verified by Tester. |

# Direction guide corpse determine Story Point

1. **Means and the concept thought contact mandarin**
   * **Story Point:** is a quantity that determines the size of the User Story or the size of the User Story. Often Okay corpse determined follow price treat belong to Range number Fibonaci (1,2,3,5,8,13...) to assign a value to Story point for the purpose of creating spacing fit enough for pass go out decide determined.
   * **Agile Estimation:** A way to estimate the size of a story in a flexible way active. History use Scrum Poker, the team will play Prices of stories are based on events so Compare with sample stories (which are easy to understand stories for the team, assign initial values) head for do "musty" beaten price give the story is different).
   * **Velocity:** How many points can be burned in a Sprint. Eg Sprint 1 group burns 45 points, Sprint 2 gets 51, Sprint 3 gets 48, then speed medium Okay calculate: V = (45+51+48) = 48. Fake history everything unchanged, one release was initially estimated to be 480 points in size, the team had to go through about 480/48 = 10 Sprints.
   * Note: velocity is only relative value, aid in estimation, absolute value Its opposite makes no sense. The management level can't basically rely on velocity of the team from the previous Sprint to "squeeze progress", if not taking into account the Other factors such as focus factor, group variation, job change, etc turmeric etc
   * **Focus factor:** to be billion rate time time product export real economy belong to group spend give the story (after when the apart from go the time time meeting onion, learn practice, Break, Sick pain etc.).
   * For example, an 8-hour working day, there are 15 minutes of formal meeting, 45 minutes of discussion design discussion, 30 minutes of technical reading, 30 minutes of requirements discussion, 30 minute commit code go up repository, 30 minute write log attend judgment; time time still again to be do job above the story (Thiết kế, kiểm TRA, code) then system number practice central yes can to be: 1.0 - (15+45+30+30+30+30)/8\*60 = 62.5 %.

# How to determined

* + Thing to sue real presently:
    - The stories in the Product Backlog are relatively detailed (yet need complete good) enough for beaten price and wish quantity Okay.
    - Having the same understanding of Story's DoD, DT needs to agree on 1 story like position any to be complete Fort for yes together way understand when the corpse determined number points.
  + Time real time presently: in session meeting Sprint Planning.
  + Opinion: each project, per DT yes one how to determine Story point private, in a particular way; converting 1 story point to mandays is the way of ever project.
  + Direction awake:
    - Team will yes the leaves worship, every to be post soy sauce application with first child number, 0, 1/2 and in the Fibonacci sequence: 1, 2, 3, 5,8, 13,... corresponding to the stories point will Okay assign - estimate give ever story.
    - The team chooses 1 story to do pattern and assign a number of points to that sample stoy, for example like a simple login Story (including verification, data encryption account, excluding SSO) is 3 points. Determining the point is correct determine the “size” and “size” of the story, NOT the “effort” or The time to make that story avoids depending on your child's ability People (weak element replace change).
    - When there is a story, the DT does a comparison with the sample Story and each user use poker card belong to me for corpse determined point belong to Story in progress review.
    - The whole team gives the score at the same time, if there is a deviation, or too much should analyze the skewed values but analyze the mean values first so that everyone can understand the same thing first, then the whole team plays again poker card give arrive when the yes events system best about point belong to Story. VD: 4 team members give 4 values 1, 5, 8, 21, so analyze why to be 5, 8 before.
    - DT yes can system best way awake real presently corpse determined point before when the Start estimating the score for the story by unifying the parameters number for corpse determined degree big belong to story point as follows:
      * Type of interaction: For example, a well-defined interface, face motion, soy sauce works with child People.
      * Number rules switch Karma service: VD like first rules switch, 1-3 rules switch, >3 rules switch...
      * Number quantity real can Karma service Okay sports works: VD like first real body, 1-3 entity, >3 entity...
      * ...
  + During the estimation process, for each story, the scrum master will play the leading role Lead the team, after many turns of playing Poker, you can't come to an agreement PO and SC temporarily agree on 1 value. This helps all DT members think about the story carefully and understand each other better story there.