Working software is the primary measure of progress.

Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

Simplicity-the art of maximizing the amount of work not done-is essential.

What is a User Story?

A concise, written description of a piece of functionality that will be valuable to a user (or owner) of the software.

User Story Cards have 3 parts

- Card A written description of the user story for planning purposes and as a reminder
- Conversation A section for capturing further information about the user story and details of any conversations
- Confirmation A section to convey what tests will be carried out to confirm the user story is complete and working as expected

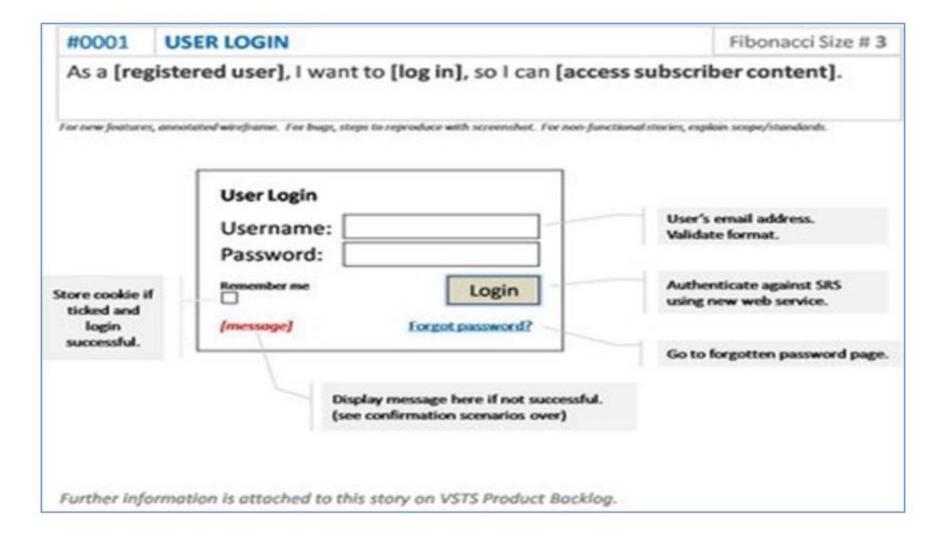
User Story Description

As a [user role] I want to [goal] so I can [reason]

For example:

 As a registered user I want to log in so I can access subscriber-only content

User Story Example: Front of Card



User Story Example: Back of Card

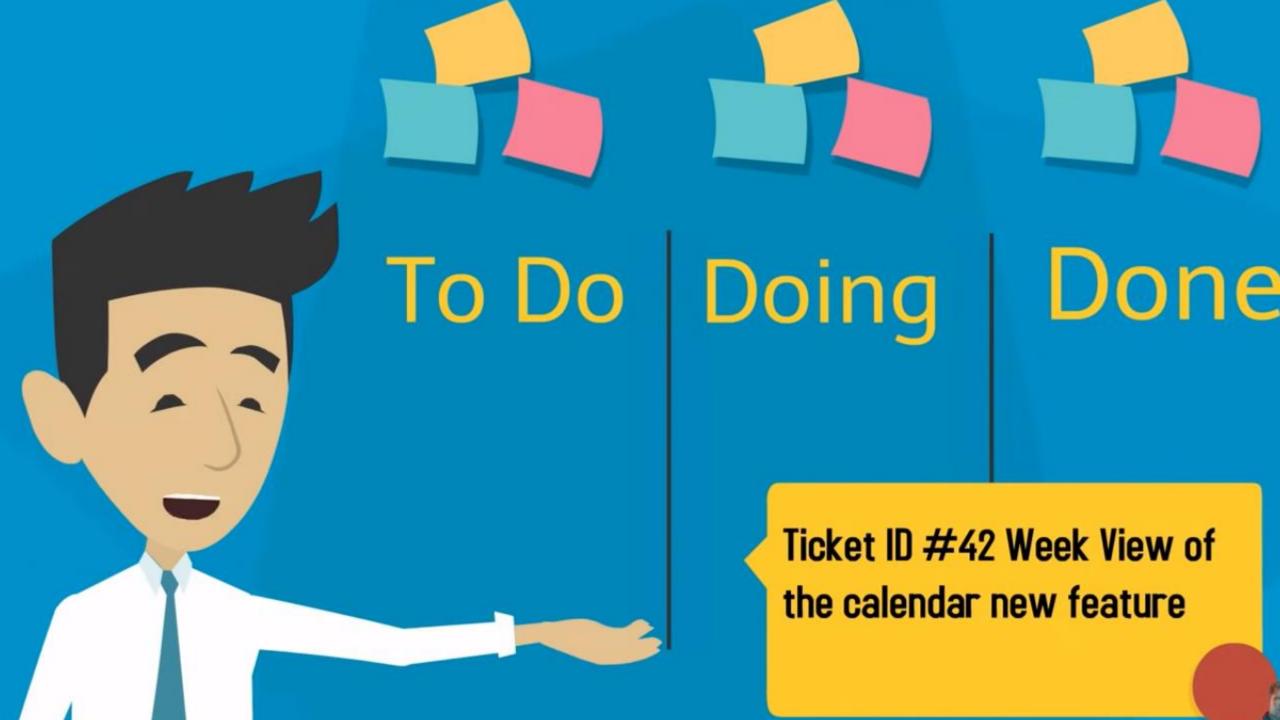
Confirmation

- Success valid user logged in and referred to home page.
 - a. 'Remember me' ticked store cookie / automatic login next time.
 - b. 'Remember me' not ticked force login next time.
- Failure display message:
 - a) "Email address in wrong format"
 - b) "Unrecognised user name, please try again"
 - c) "Incorrect password, please try again"
 - d) "Service unavailable, please try again"
 - e) Account has expired refer to account renewal sales page.

http://bp1.blogger.com/_H0iqHTCqRyo/R5DqvrT94SI/AAAAAAAAAAUw/AJjgg-glAEg/s1600-h/User+Story+-+back.jpg

INVEST in Good User Stories

- <u>Independent</u> User Stories should be as independent as possible.
- <u>Negotiable</u> User Stories are not a contract. They are not detailed specifications. They are reminders of features for the team to discuss and collaborate to clarify the details near the time of development.
- <u>Valuable</u> User Stories should be valuable to the user (or owner) of the solution. They should be written in user language. They should be features, not tasks.
- <u>Estimatable</u> User Stories need to be possible to estimate. They need to provide enough information to estimate, without being too detailed.
- <u>Small</u> User Stories should be small. Not too small. But not too big.
- <u>Testable</u> User Stories need to be worded in a way that is testable, i.e. not too subjective and to provide clear details of how the User Story will be tested.



• Source : https://slideplayer.com/slide/219804/



As a registered user

want to change my password

So I can keep my account secure