



SWEN90009 Software Requirements Analysis

Workshop 6 User Stories



Chuang(Frank) Wang

Industry Software Project Letter Agreement

Due Date/Time:

Sunday 10 May

Submission:

- Unmarked assignment
- Submit signed document



THE UNIVERSITY
OF MELBOURNE

STUDENT ASSIGNMENT AND CONFIDENTIAL INFORMATION DEED POLL

THIS DEED POLL is made on the day of 20

Name		
Address		(You or Your)
Telephone		

BACKGROUND

- A. The University has made arrangements for You to participate in an industry based Project with the Industry Partner to gain practical training, experience and skills within an industry setting relating to Your area of study as described in the attached Letter Agreement.
- B. During the period of the Project, You will contribute to the development of the Deliverables for the Industry Partner. You may also create or contribute to the development of other Intellectual Property, including copyright in Your Assessment Materials.
- C. The University will own all Intellectual Property in the Deliverables. You will own all other Intellectual Property that you create during, and as part of, the period of the Project, including the copyright in Your Assessment Materials.
- D. Under the Letter Agreement, the University has agreed to assign all Intellectual Property in the Deliverables to the Industry Partner.
- E. This Deed sets out the terms on which You assign all Intellectual Property in the Deliverables to the University so that the University can give effect to the assignment of Intellectual Property in the Letter Agreement.

OPERATIVE PART

In consideration of, among other things, the mutual promises contained in this Deed, the parties agree:

1. DEFINITIONS

In this Deed:

Assessment Materials means the Scholarly Work produced by You solely for Your assessment or reporting obligations to the University during the period of the Project and which does not form part of the Deliverables.

Assignment means assignment of the Intellectual Property pursuant to this Deed.

Confidential Information means and includes all unpatented inventions, ideas, know-how, concepts, trade secrets, processes, techniques, software, products and all other unregistered or unpatented intellectual property, financial and business information and all other commercially valuable information of the Industry Partner or the University regarded as confidential to it or which is evident by its nature or the manner of its disclosure to be confidential, and all copies, notes and records and all related information generated by the Industry Partner or the University based on or arising out of any



1. Workshop questions

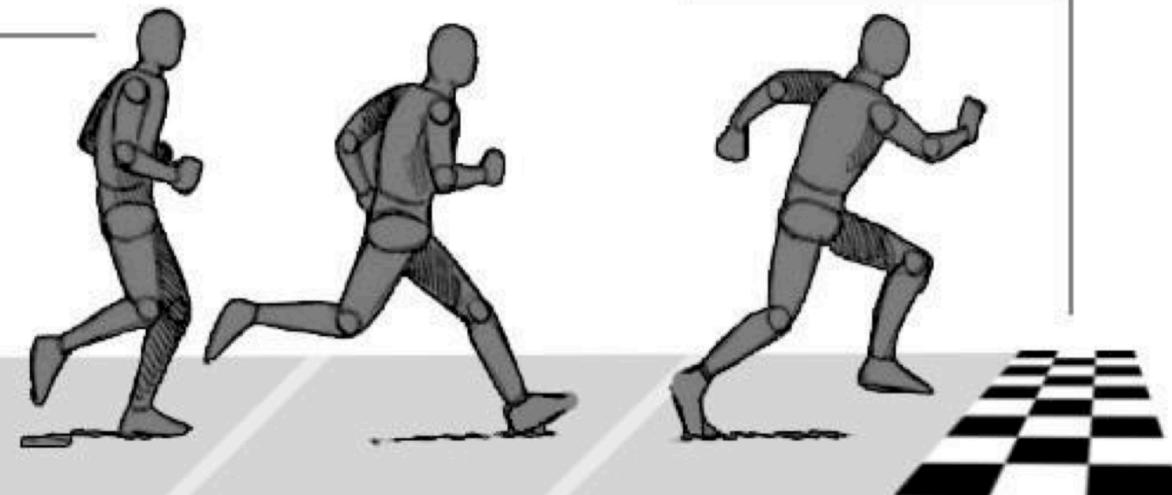
Recap: Goal Model, Personas

User Model

User Story
& Scenario

1. Persona

Defines who the story is about. This main character has attitudes, motivations, goals, and pain points, etc.



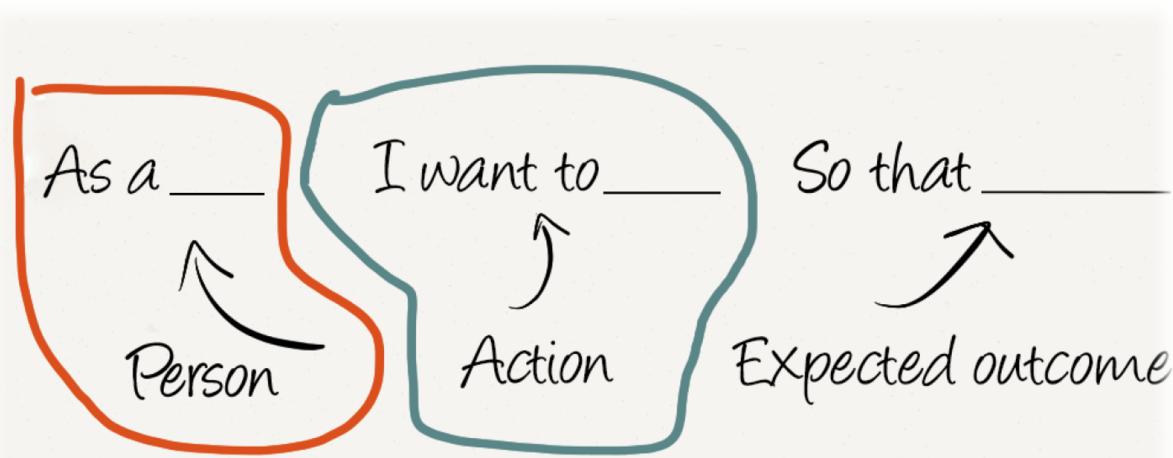
2. Scenario

Defines when, where, and how the story of the persona takes place. The scenario is the narrative that describes how the persona behaves as a sequence of events.

Goal Model

Recap: User Story

- A User Story is a brief description of the user and his or her core needs.
- User Stories are often used by engineers to specify software development tasks.



Recap: INVEST guidelines for good user stories

I independent

N negotiable

V valuable

E estimable

S small

T testable

Stories need to be **independent and self-contained** so they can be reordered and implemented as needed.

Choosing which stories are performed in the next iteration needs to be a **negotiable activity**. This also allows the product owner and technical team to ask more questions that flesh out the story and provide greater detail as needed.

User stories need to **be valuable to a customer, user, or both**

User stories should be estimable (**its feasibility and how long it will take**) by the team that will design, build, and test them

User stories tend to describe features that take between **half a day and half an iteration** in length

User stories should be testable in a binary way—they **either pass or fail**

Recap: User Story Example



Build an equivalent of Instagram

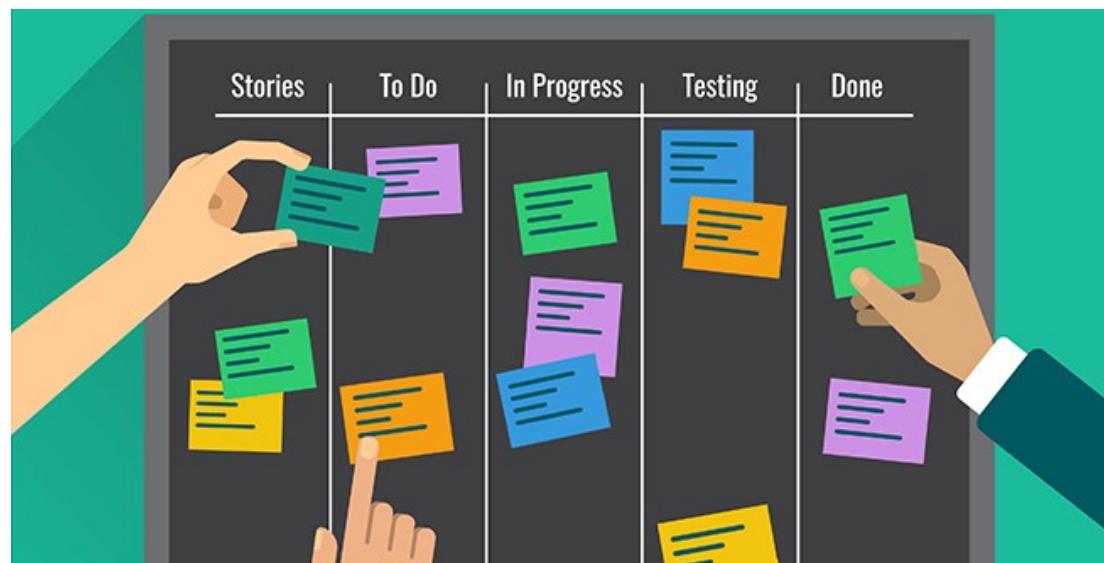


Implement photo & video sharing

As a user, I want to select photos from my device in the messenger service so that I can share it with my contacts.

Add a `select` button

Save images to database

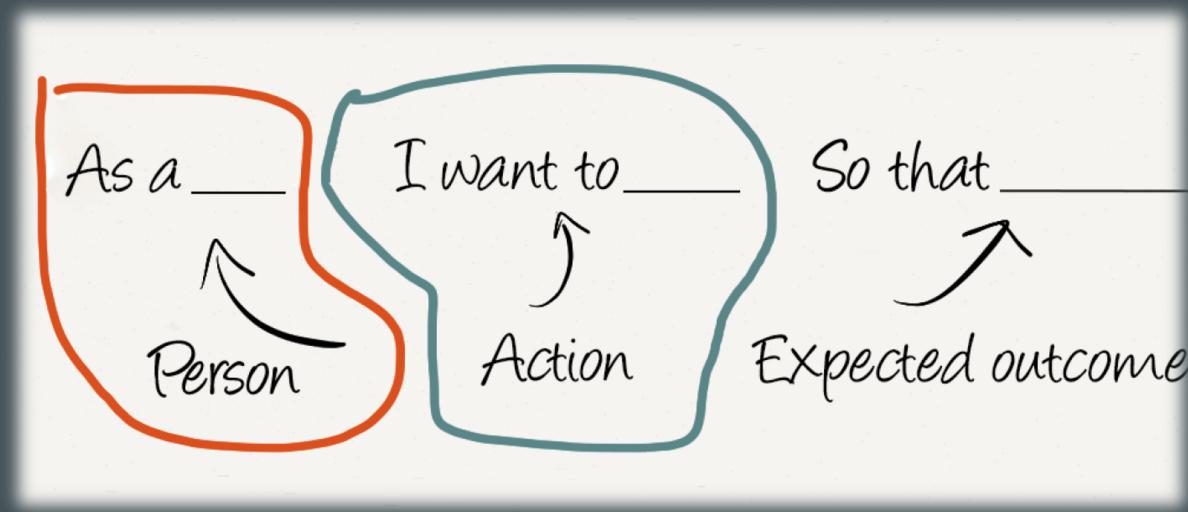


Referenced From <https://www.atlassian.com/agile/project-management/user-stories>

Question1:

Why we write user stories?

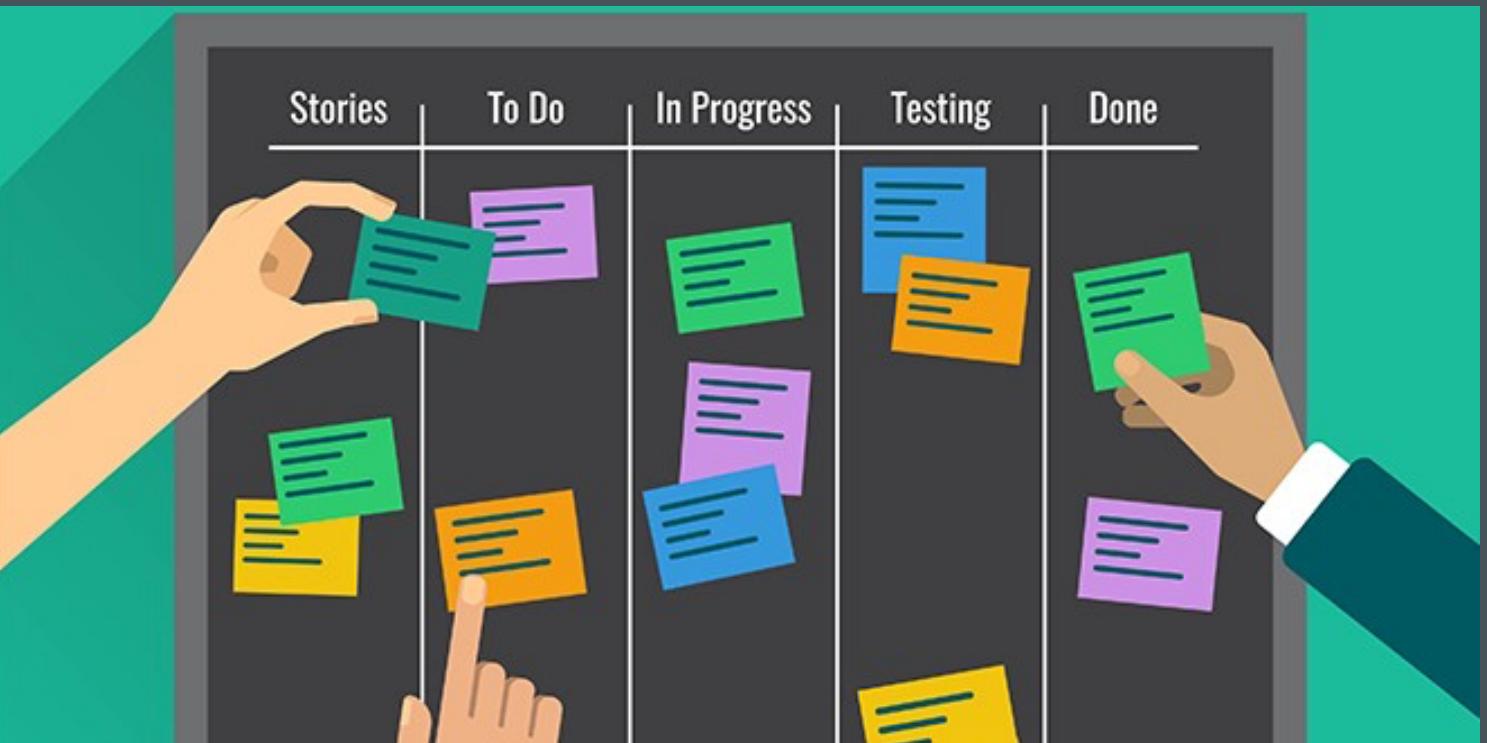
- keep the focus on the user
- enable collaboration
- drive creative solutions
- create momentum.



Question2:

What are user stories used for?

Used by engineers in an agile team to **specify software development tasks**.



One crucial aspect of user stories is their *definition of done*

Acceptance Criteria

(Next workshop)





2. Work on your project

Tasks to be performed:

“As [persona], I want to [goal], so that [benefit].”

1. Consider the goal model and personas you created to your project. Pick one user story to write during this workshop (following the template you learned in the lecture). Working together as a team, decide on one different user story to be written by each of you;
2. Write your user story;
3. Add a priority to your user story. Use the MoSCoW technique to classify/prioritize your user stories on Confluence. Reference: https://www.agilebusiness.org/page/ProjectFramework_10_MoSCoWPrioritisation
4. Share your user story with your team (Zoom chat);
5. Review a different user story from a different team member. Each student should review a different user story;
6. Provide feedback to the reviewed user story;
7. Review/rework your own user story after receiving feedback from another team member;
8. Upload the final improved version of your user story to Confluence (shared page on Confluence to document all the user stories).



References

- [Lecture 10 User Stories given by Eduardo oliveira](#)
- <https://github.com/ubccpsc/310/blob/master/resources/readings/SpecificationsUserStories.md>
- <https://www.atlassian.com/agile/project-management/epics>
- <https://www.atlassian.com/agile/project-management/user-stories>
- <https://productcoalition.com/how-to-write-epics-and-user-stories-best-practice-1de5b983900>
- <https://productcoalition.com/how-to-write-acceptance-criteria-e2be975f92a3>
- <https://productcoalition.com/what-is-an-epic-and-user-story-how-to-name-epics-user-stories-f83dc60c1e40>
- <https://www.slideshare.net/martinlapointe3766/defining-tasks-for-user-stories>