Homework 2

THE UNIVERSITY
OF ARIZONA
Computer Science

2.1. [20 points] For an idea suitable for a team project (it does not have to be the idea that your team works on), write 5 user stories, using the template:

> **As a** ⟨*role*⟩**, I want** ⟨*a feature*⟩ **so that** ⟨*some benefit*⟩
>
> where ⟨*role*⟩, ⟨*a feature*⟩, and ⟨*some benefit*⟩ are placeholders.

- Make your user stories SMART.
- Ensure that the benefit follows from the feature.
- Include an estimate of the development effort for the story, on a scale with agile story points 1, 2, and 3.
- Include a priority—High, Medium, Low—from a customer perspective.

2.2. [10 points] Explain why your user stories from Problem 2.1 are SMART.

2.3. [20 points] For each story from Problem 2.1, provide acceptance tests, using the template

> **Given** ⟨*some initial context*⟩**, when** ⟨*an event occurs*⟩ **then** ⟨*ensure some outcome*⟩
>
> where ⟨*some initial context*⟩, ⟨*an event occurs*⟩, and ⟨*ensure some outcome*⟩ are placeholders.

- If needed, use the more complete acceptance template in the slides, which allows for additional context and additional outcomes.
- Note that you may need more than one acceptance test for a story.

2.4. [20 points] Come up with your own examples of products that are

- Useful, but neither usable nor desirable
- Usable, but neither useful nor desirable
- Desirable, but neither useful nor usable
- Useful and usable, but not desirable
- Useful and desirable, but not usable
- Usable and desirable, but not useful
- Useful, usable, and desirable

Your examples need not relate to software.

2.5.