

User stories and acceptance criteria



LECTURE
SUMMARY

Covered in this lecture:

Explaining user stories and acceptance criteria, with examples

Taught by:



- ▶ User stories are a way to describe a thing we're going to build that delivers some type of functionality to the end user
- ▶ User stories follow this format:
"As an X, I want to do Y, so that I can Z"
- This is a way to explain to the engineers what the feature needs to do without saying how to do it

Example: "As a user, I want to send pictures in a direct message to my friends, so that I can share my favorite photos with them"

- User stories belong inside your project management tool, written as tickets that can be moved in the "To do", "In progress", or "Done" categories

- ▶ Acceptance criteria are a set of conditions that software must satisfy in order to be considered complete
- ▶ The purpose of acceptance criteria is to be very specific on how a feature should function

Example: "Given I am a user and I click the "Add picture" button in the direct message, I am presented with a popup window to choose the file I can upload, submit it with the upload button and see a preview of the uploaded image."

- As a PM, you are responsible for testing the completed tickets and stories before approving them to be released to the public

See you next lecture!