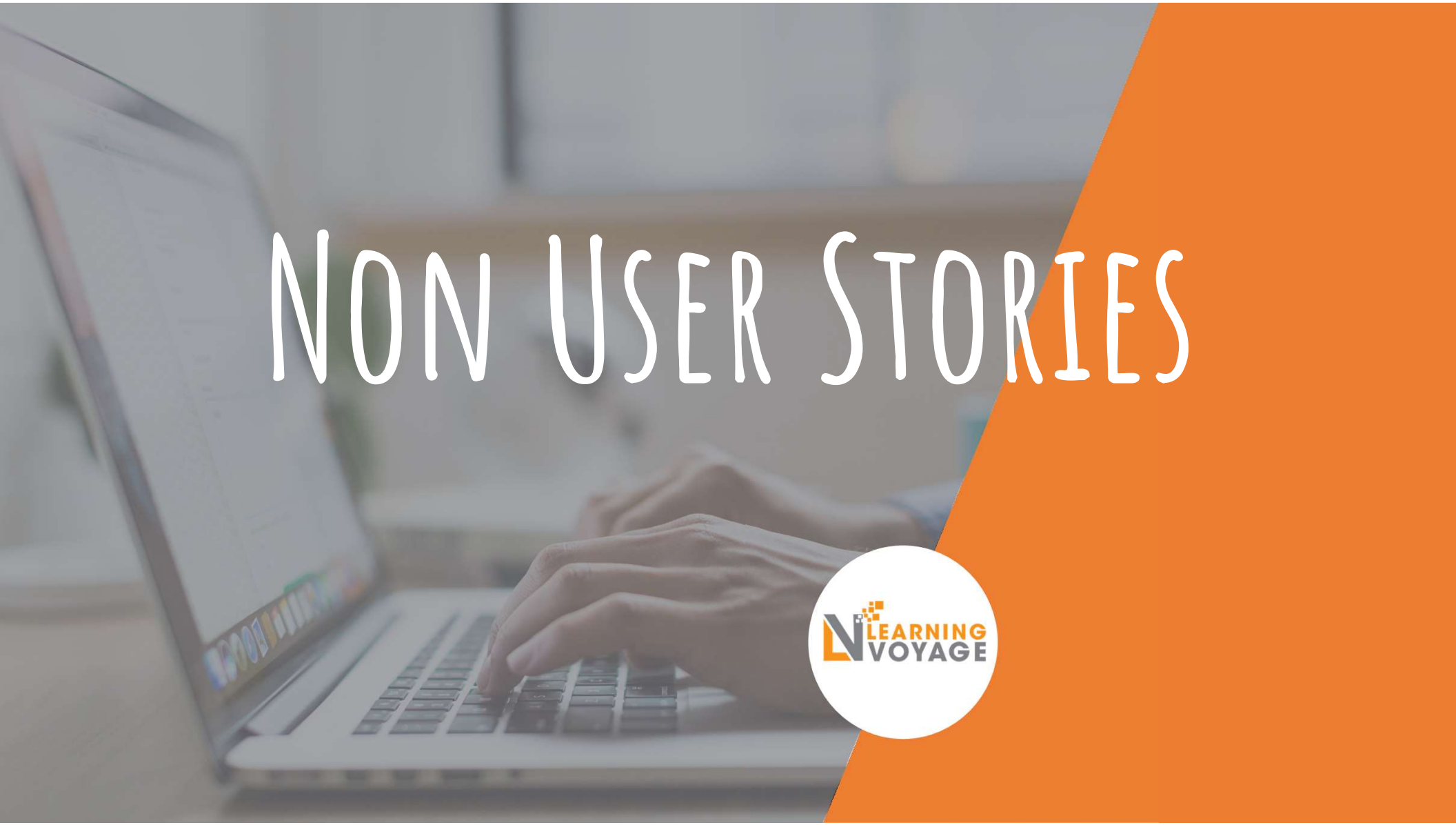

Non User Stories
LEARNING VOYAGE

Understanding spikes

- The first one we're going to touch on is a spike.
- One of the founding principle of scrum is to have an architecture that really evolves as the development goes on.
- So really unlike traditional project management, not all of the infrastructure and architecture have to be a ready upfront, and this is where spikes come in place.

WHAT IS A SPIKE?

- A spike is a technical investigation or a research to really produce an answer to a given backlog item or a backlog problem.

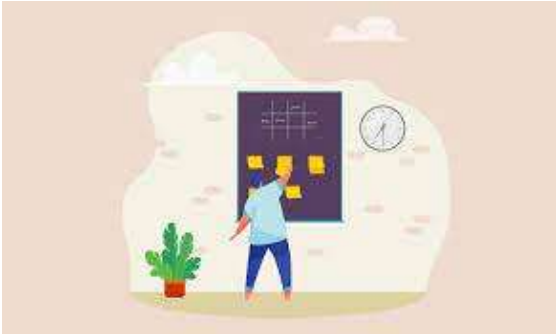
- Spikes are really used to research a need to be done in order to answer a technical question, sometimes even to figure out a design problem.

Understanding spikes

- As a developer, I want to research the latest security protocol so that we feel confident we selected the best method for securing our customer financial data.

- So as a business analyst, I wanna research the state specific business rules for handling some sort of maybe taxes so that our customer are charged appropriately for the items that they purchase.

Understanding spikes



- I recommend anytime the team lacks understanding of a new domain, so a spike should be used for research.
- When a story is too big to be estimated appropriately, a spike here can be used to analyze the implied behavior and maybe even split the story.
- Whenever a story contains a significant technical risk, so here a spike can be used to prototype or research.

Understanding spikes

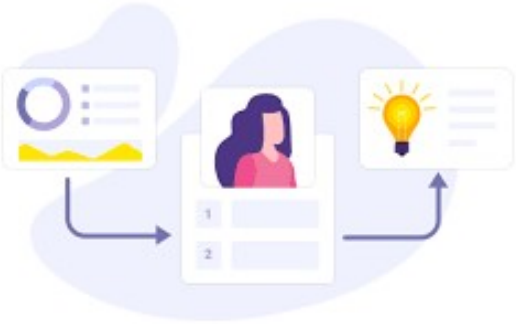
- So the first thing is agile projects have the persistent need to deliver value to the business in some type of working software or working solutions.

- But just because we're working in agile doesn't mean that we don't need to do some type of analysis or investigation to answer various questions and help us move forward.

Understanding spikes

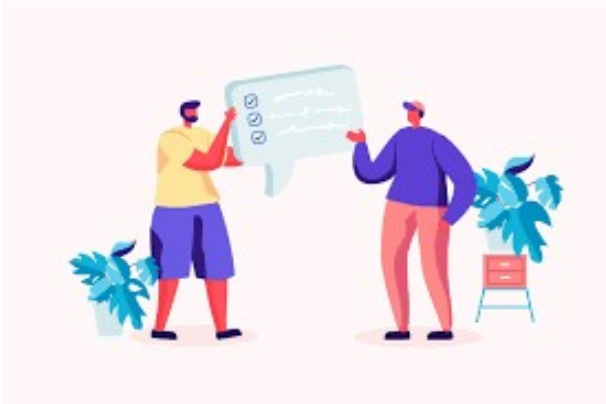
- A spike should be treated like a traditional user story.
- It should be created into the normal syntax as a particular type of user, I need this because of this.
- It should have the acceptance criteria that help to dictate what those questions are or what the concerns arethat need to be addressed as part of the spike.

Understanding Infrastructure and Technical stories



- For example, let's think of a software company that creates a video game.
- Video games are extremely complex to create and even more complex to test and to diagnose.
- Trying to do that with querying databases or just looking at printouts of results to then make sure it's meeting all of your various requirements is going to be near impossible.

Understanding Infrastructure and Technical stories



- Player doesn't care about the testing tool. But the testing tool is necessary to help ensure that project ends successfully, that the player is satisfied with the end result.
- These are handled through infrastructure or technical user stories.
- Don't let the big terms scare you,They're treated like a traditional user story.

Understanding Infrastructure and Technical stories

- All of your user stories don't need to be as a player.
- Instead, this could be as a technical developer or as the architect or whoever that user is.
- Really identify who that user is that has that particular need.
- Document all those need's details and treat it like your traditional user story.

SUMMARY

- Infrastructure in technical user stories can be utilized to help meet the technical needs of people that maybe aren't the direct end users of the solution, but where they do need it in order to generate that successful solution.