# Project 2 User Stories

1. The user’s **ROLE**

Each type of person who uses your product has a unique workflow and set of needs, so it’s important to read stories in the right context. Roles don’t have to be limited to end users—you can also write stories for internal users who have needs surrounding the ability to deliver the best possible experience.

1. The user’s **GOAL**

The goal frames a user’s problem in the positive language of a desired objective. Describe the goal in a clear and concise way so everyone on the team can refer to it for the life of the project. If team members or stakeholders have difficulty understanding the goal, adjust the wording until it makes sense.

1. The user’s **MOTIVATION**

The reason why a user wants to accomplish a goal provides context for readers and establishes justification for including a story in the project. It also drives an informed solution to the problem by providing the team with the knowledge they need to choose the best possible solution for the user.

As a [Role] I want to [Goal] so I can [Motivation]

Roles: User, Developer, Administrator

1. A user wants to click a link in order to see information about a cast member.
2. A user wants to click a link to see information about an episode.
3. A user wants to click a link to see the list of episodes or the list of cast members.
4. A user wants to enter search terms in order to find a specific cast member or episode.
5. An administrator wants to be able to deploy and manage the application with as little difficulty as possible.
6. A developer wants to develop code that complies with standards and can be maintained with as little difficulty as possible.
7. A developer wants to have documentation available in order to understand what was done in the code and why it was done.
8. A tester wants to clear specifications with which to develop and execute test cases.