

# Stories

*Coined as part of XP ~1999 (Cockburn, Beck, Davies)*



# Stories

## 3 Cs (Jeffries)

**CARD** - A short snippet is captured somewhere as a reminder for the conversation

**CONVERSATION** - Detailed refinement of the problem to be solved and potential ways to address it, through conversation between developers and stakeholders

**CONFIRMATION** - Clear, testable acceptance criteria are understood by all

## Common mistakes

- Assuming a template makes it a story
- Assigning a specific group to “write” stories and give them to the team
- Getting too detailed too soon - requirements age like milk