

# 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

# Stories

## What makes a “good” story?

**I**ndependent *Can be delivered on its own*

**N**egotiable *Ready to change as more is learned*

**V**aluable *Provides some benefit, all on its own*

**E**stimable *Understood enough to gauge effort*

**S**mall *Sliced into something a team can complete in about 1/4 a sprint*

**T**estable *Can be proven through automated tests*