

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?

Independent *Can be delivered on its own*

Negotiable *Ready to change as more is learned*

Valuable *Provides some benefit, all on its own*

Estimable *Understood enough to gauge effort*

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

Testable *Can be proven through automated tests*