

# Story Mapping

## Why

Understand the actors, primarily human ones, that your product will help. Identify their goals and ensure your backlog of features satisfies them.

## Who

Primarily a tool for Product Ownership, but best built and maintained in collaboration with developers.

## When

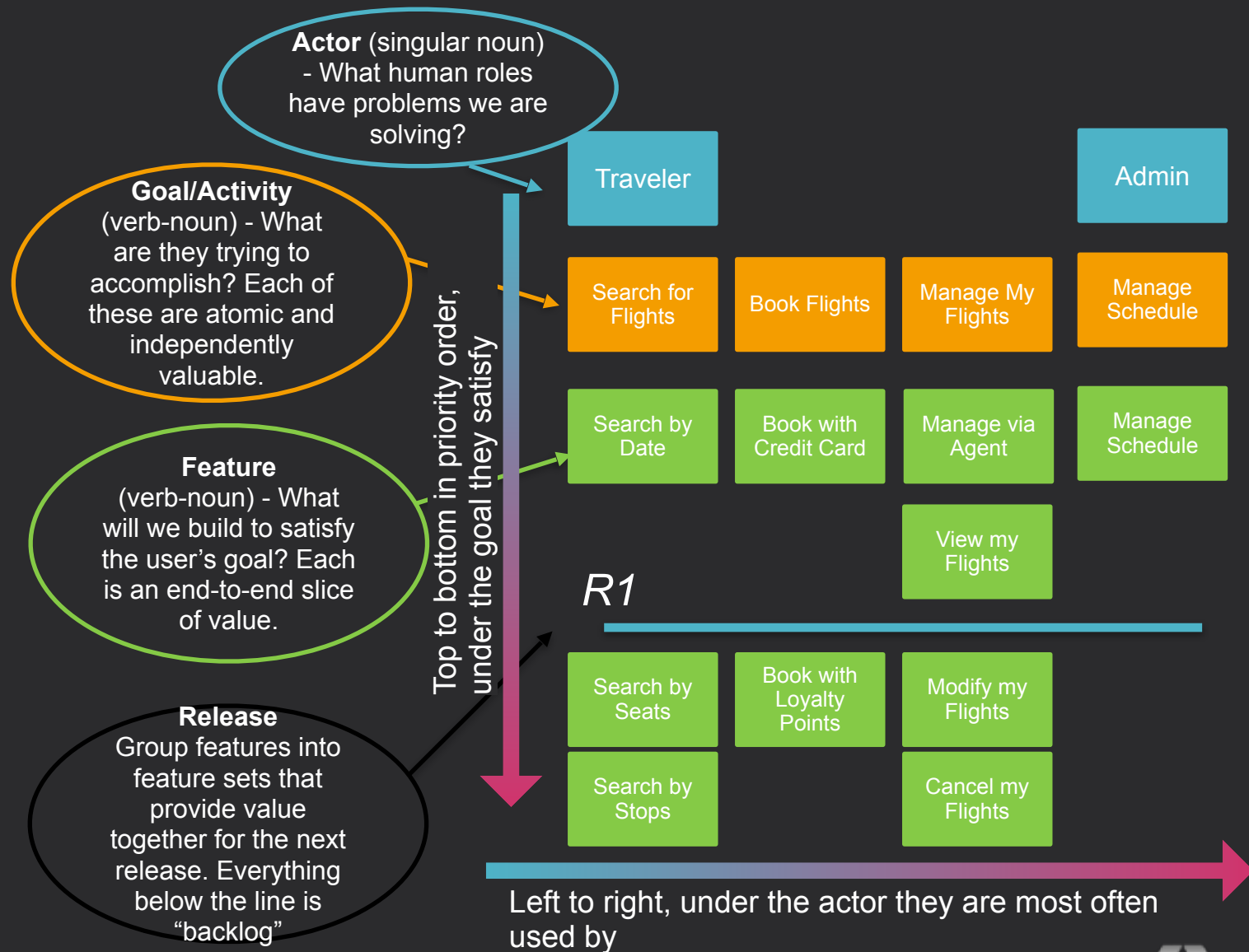
Often built during Initial Product Backlog Refinement. Should be updated and maintained regularly, every release at a minimum.

## Common Mistakes

- Making goals and features that aren't atomic or valuable on their own (login, select flight, create flight middleware, etc).
- Neglecting admin needs.
- Preplanning too many releases.

## Further Reading

User Story Mapping by Jeff Patton



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## Make us a map!

- Brainstorm actors first
- Start with goals for Player and Developer
- Add features for at least a goal of “Play Game”
- Add more detail if you have time

