

Slicing Stories

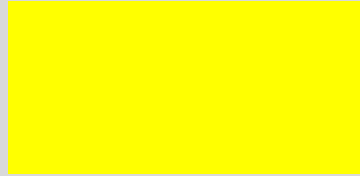
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July 2015
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How to Slice Stories

Your Experience Grab a small Post-it ...



I've done it
before



I understand the
concepts,
but not practiced
much



Slicing is new
to me

On your table – try and have at least one of these -



Sit with people you don't know (you may learn more) ... at
least 4 at each table, a maximum of 6



Thanks

- Peter Marshall – Equal Experts
- Antony Marcano – RiverGlide



Slicing



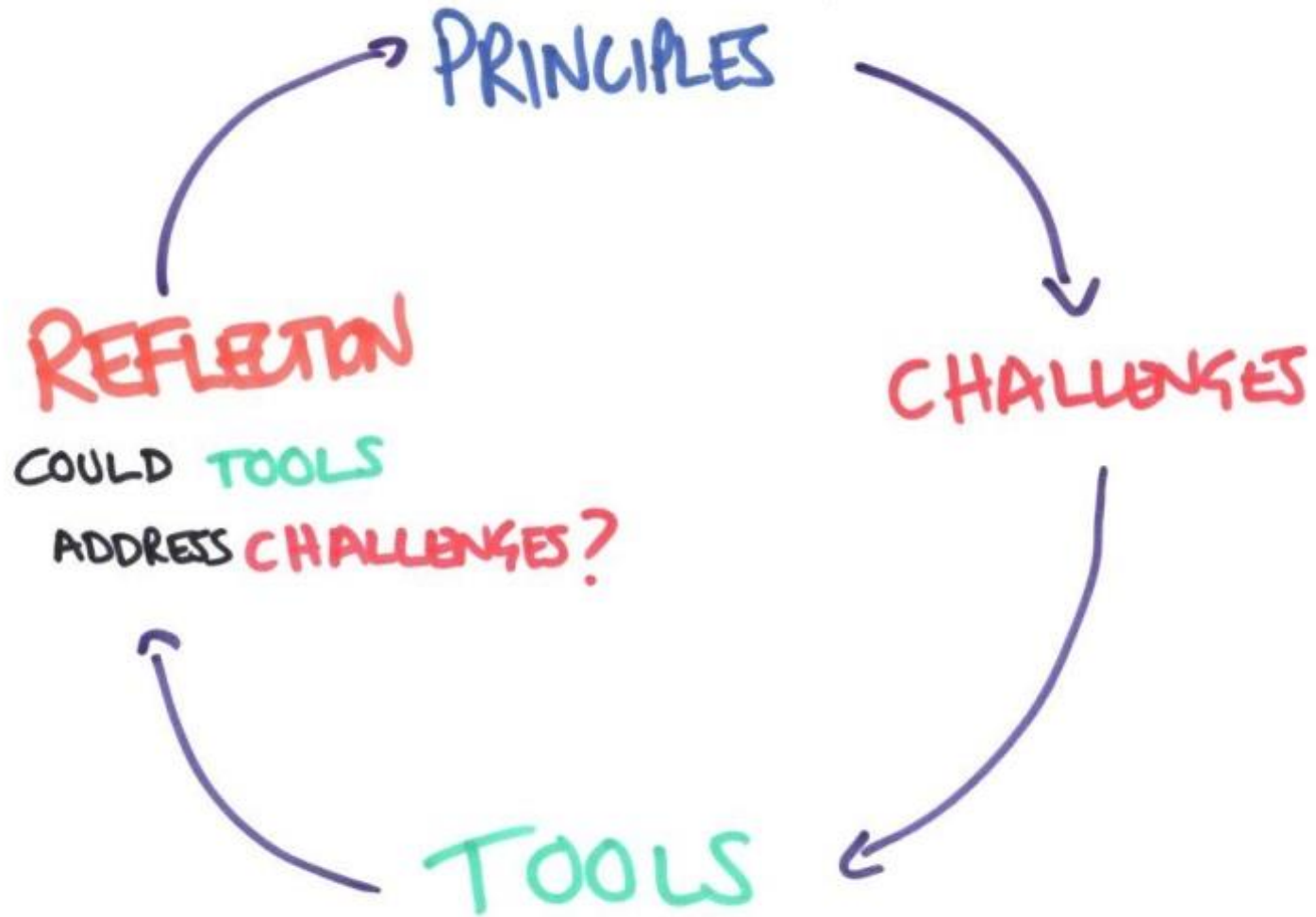
Product Slicing



Story Slicing



Approach



Story Slicing



- Discuss Agile Principles for working in an iteration or to a cadence
- e.g. cross functional team
- Discuss and capture



Story – A definition

Story Slicing



User stories are short, simple description of a feature told from the perspective of the person who desires the new capability, usually a user or customer of the system. They typically follow a simple template:

As a <type of user>, I want <some goal> so that <some reason>

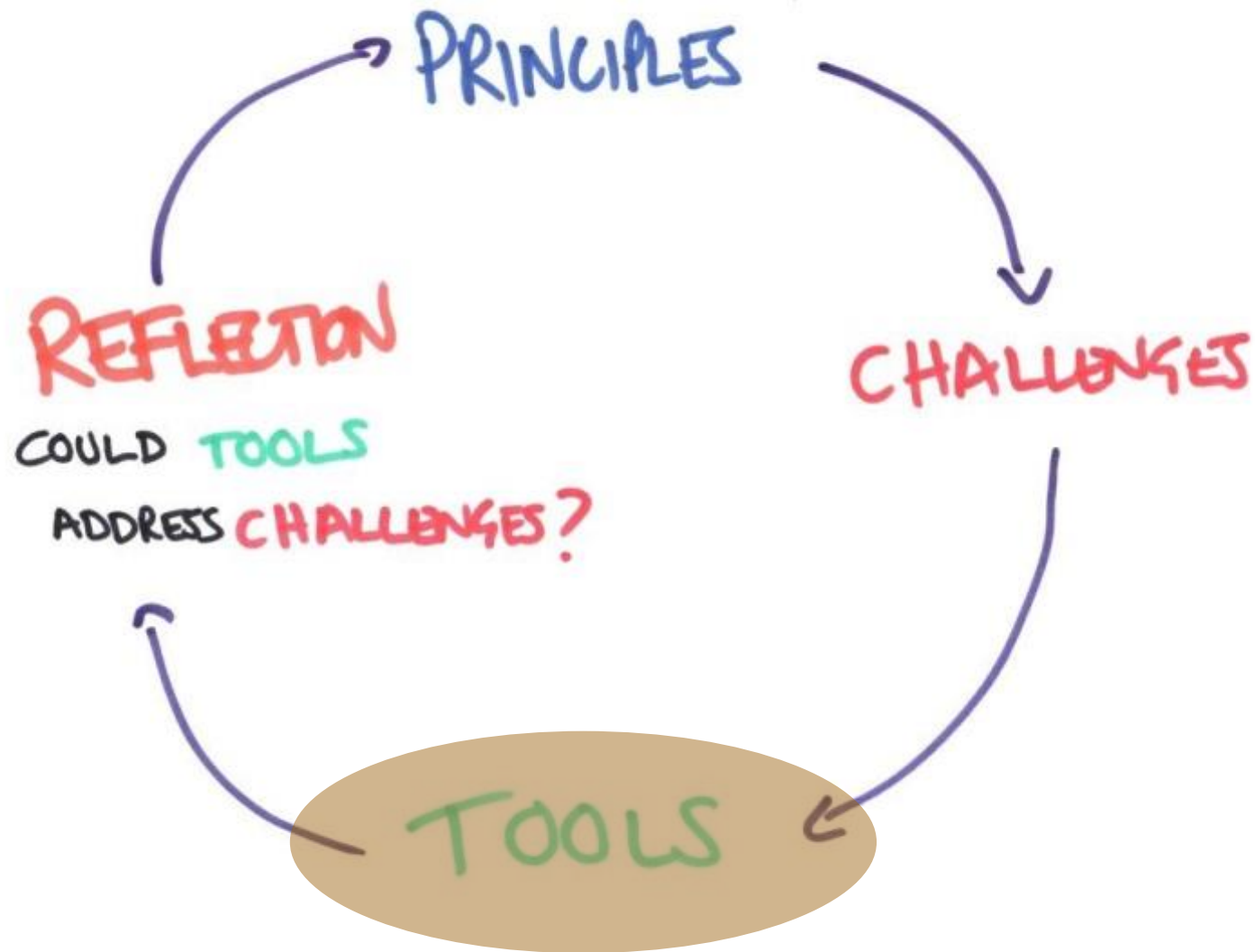
Source : Mike Cohn, Mountain Goat Software

A Story that is **ready** to create a product increment from

“...understandable to customers and developers, testable, valuable to the customer and small enough so that the programmers can build half a dozen in an iteration.”

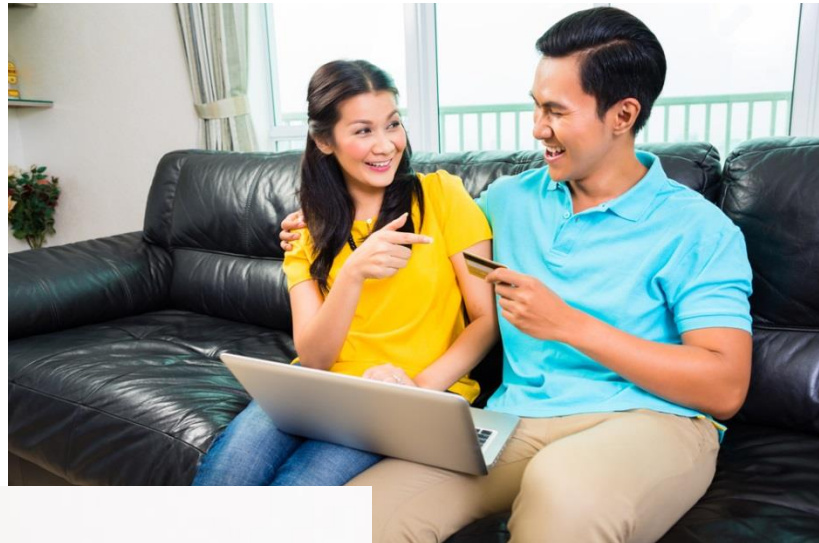
Kent Beck, 2001

In your groups discuss **challenges** to applying principles to working in an iteration when creating stories that are “Ready” to create a product increment from.



Mi-Card

Story Slicing



- Open Envelope #1
- Lay out these stories according to the “system journey”



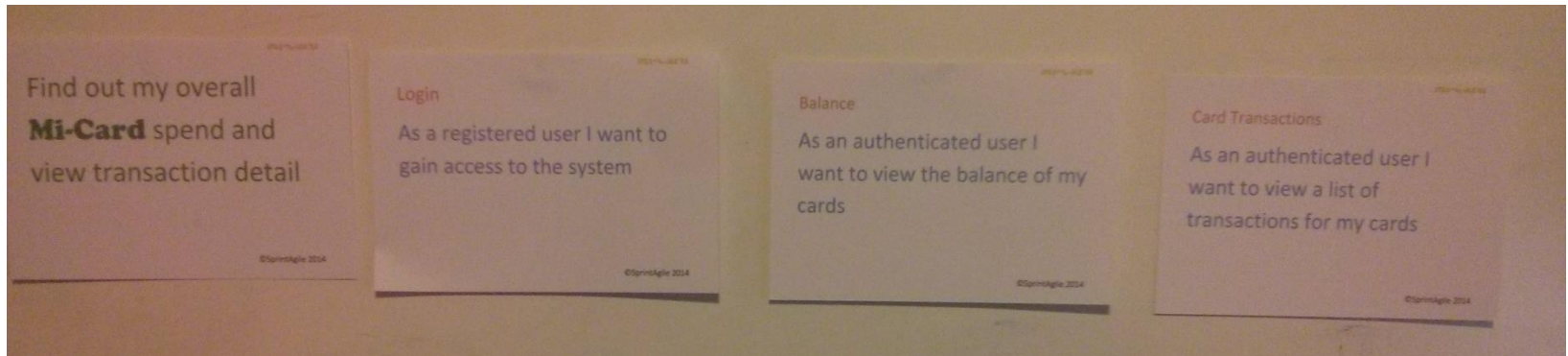
Your Story Map

You will probably have something like

Login

Balance

Card
Transactions



User Activities – “A sort of big thing that people do”



Story – A definition

Story Slicing



A Story that is **ready** to create a product increment from
“...understandable to customers and developers, testable, valuable to the customer and small enough so that the programmers can build half a dozen in an iteration.”

Kent Beck, 2001



Progress isn't quite as expected ...

Story Slicing

Balance



Login

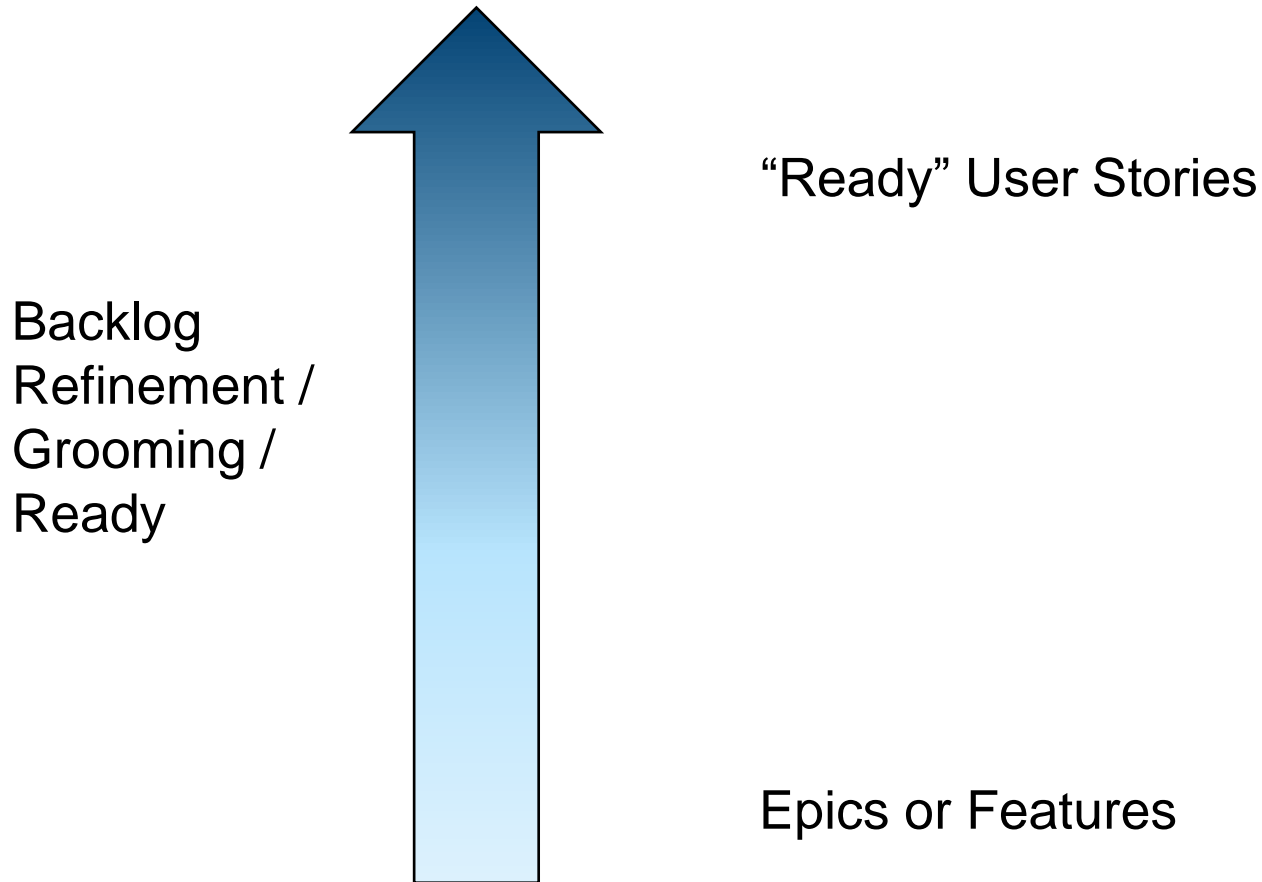


Card Transactions



Product Backlog Refinement

Story Slicing



- Chat on your tables

- To get

Card Transactions

“Refined”

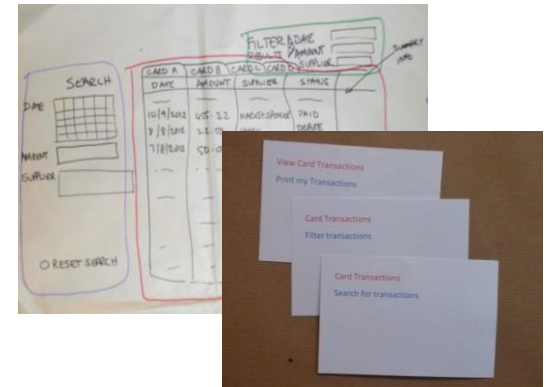
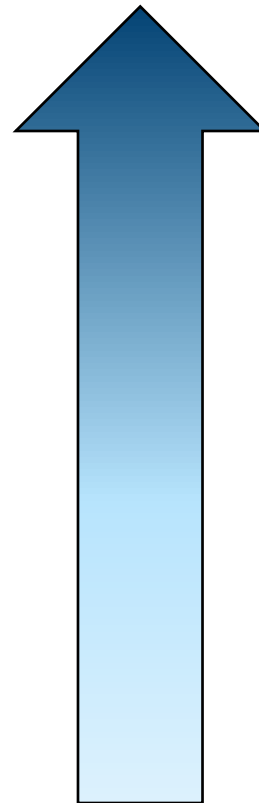
- What kind of activities may take place ?
- What artefacts could be created ?
- Who may be involved ?



Take the Epics and work them up a bit ...

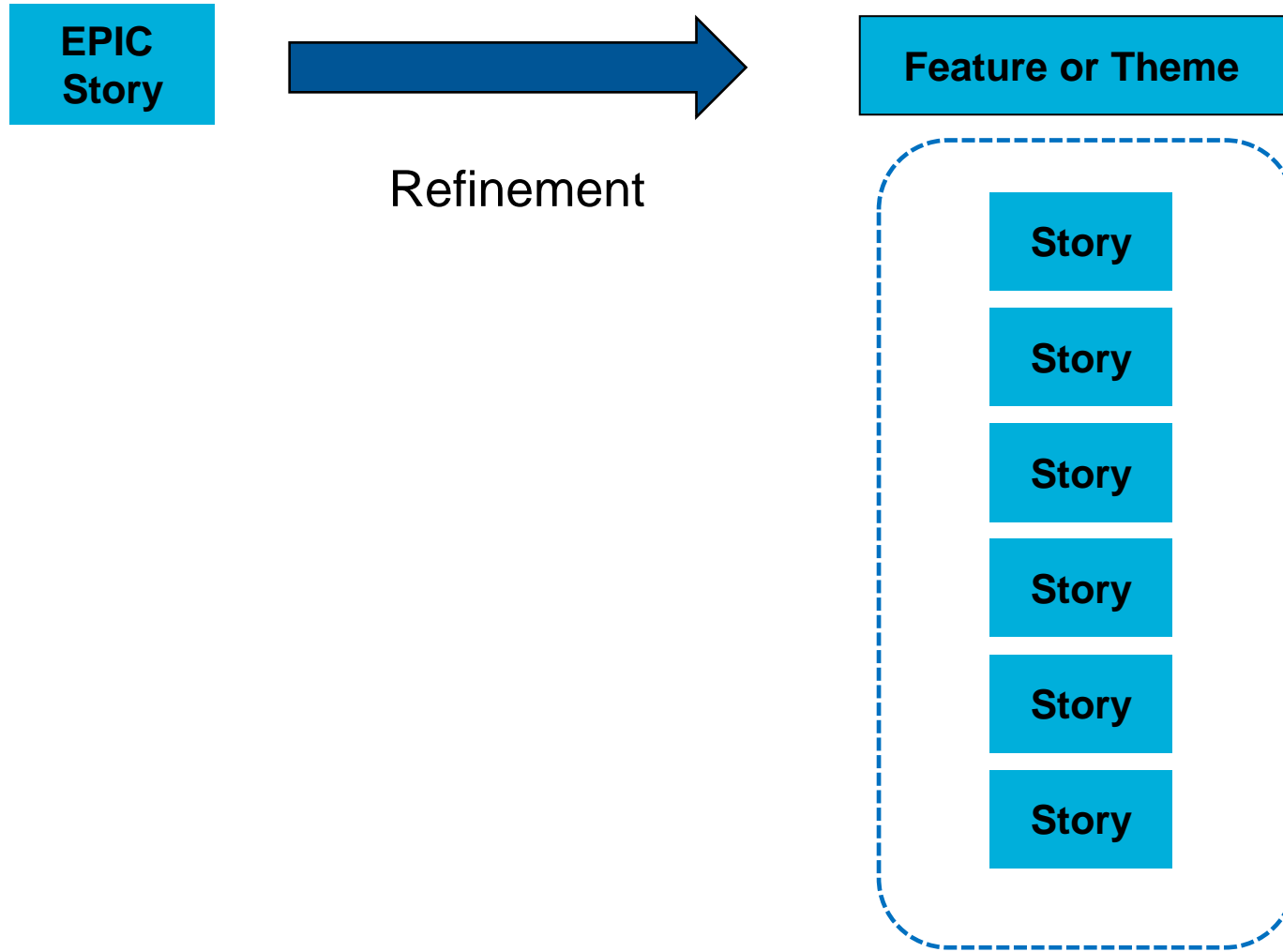
Story Slicing

- Stuff that may happen
- Further refinement
 - Split the Epic up into a smaller stories
 - Stories provide more focus than the Epics
 - Principles are generally well understood
 - Encourages use of acceptance criteria
- Initial refinement
 - Get out an initial sketch
 - Understand the process
 - Identify further large stories
- Work through based on value / prioritisation (Linear Backlog)



Refinement of an Epic Story

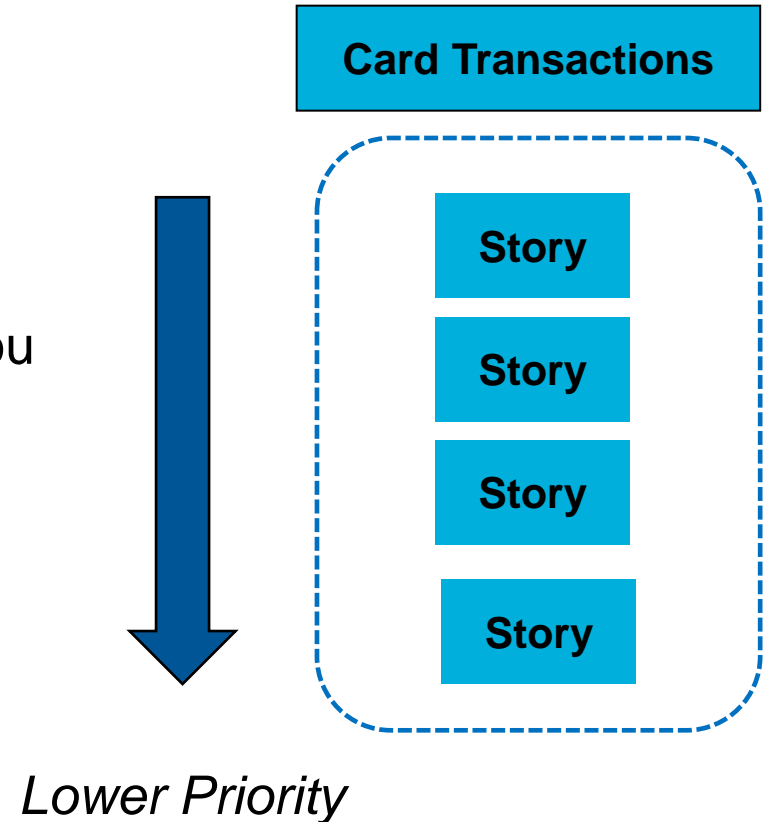
Story Slicing



Exercise - Initial Refinement

Story Slicing

- Open envelope #2
- Have a look at the design sketch and additional stories, have a chat, can you see where the stories map to the UI design?
- Lay out your cards in priority order, guided by user value



Print

TITLE CARD TRANSACTIONS

1024 160 800 420

MICARD LOGO

MARKETING MESSAGES

NAVIGATION

SEARCH

DATE
AMOUNT
SUPPLIER

Filter

FILTER RESULTS

DATE
AMOUNT
SUPPLIER

MARKETING MESSAGES

CARD A	CARD B	CARD C	CARD D	CARD E	CARD F	CARD G
▼ DATE	▼ AMOUNT	▼ SUPPLIER	▼ STATUS			
10/09/14	455.22	MARKS & SPENCER	PAID			
14/09/14	22.50	HMV	DISPTE			
20/09/14	500.00	JOHN LEWIS	PAID			
28/09/14	21.12	MARKS & SPENCER	PAID			

View a List

NEXT PAGE

NOTES

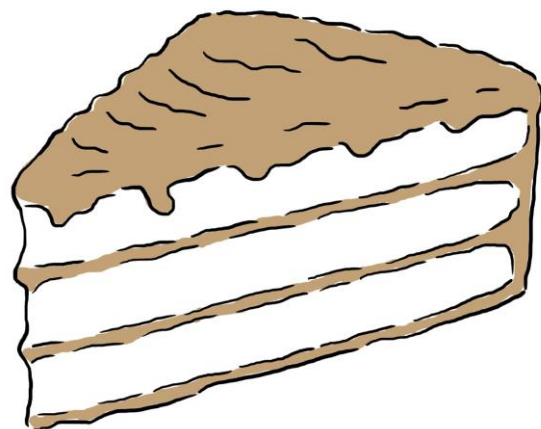
- All agree we are doing the “View a list of transactions “ first ...
- Most people get here OK, but not many people slice further
- Assume it's too big for a sprint, the team need to get it to “DONE” in 2-5 days



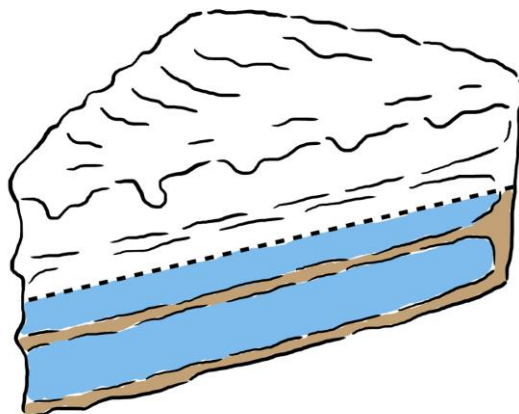
“Slicing” User Stories that are too big

Story Slicing

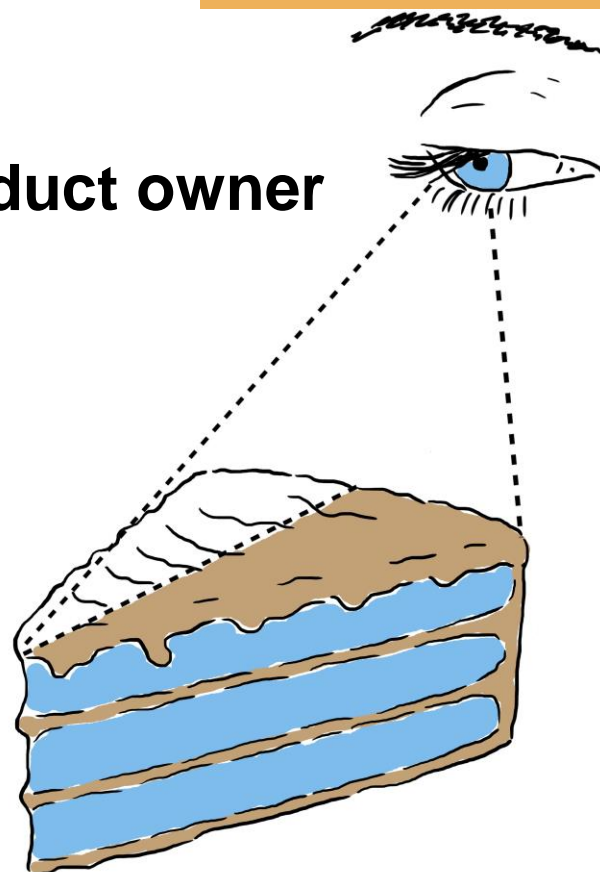
Product owner



Too big for a sprint



**Don't slice
'horizontally'**

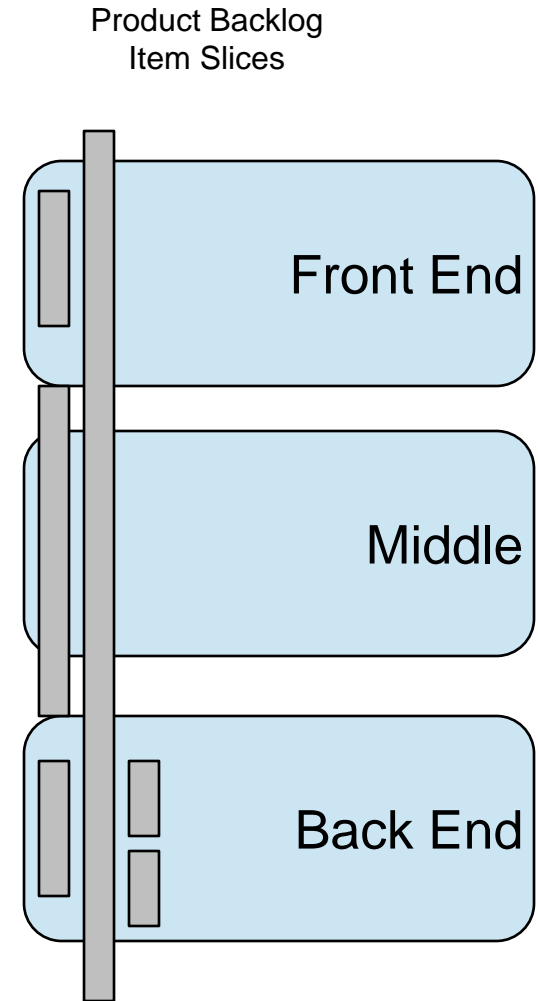


**Vertical slicing enables
PO to validate and
feedback**

Slicing Stories

Story Slicing

- Break them down into vertical slices of Functionality e.g.
 - Sunshine Path
 - Layer on exceptions after, and one at a time
- Prioritise for business value, but also ensure that you allow the team time to produce backlog items that are Ready for Sprint Planning



- Agile Manifesto Principle -
- **Simplicity** --the art of maximizing the amount of work not done--
is essential.
- So ...
- Do the simplest thing you could possibly do first and get it working end to end.
- You have always got something to demonstrate, and a **potentially shippable product**.
- To get there try some of these approaches ...



Tool : Some approaches for Slicing Stories

Story Slicing

Approach	Description
Acceptance Criteria	Take out some of your acceptance criteria and put them in another story.
By User	Try focussing on a subset of users or a single user, start with the most valuable.
Process	Pick the “Happy Path” first, the path that is taken the majority of the time. Add the edge cases and exceptions as you go, be prepared to look at alternatives for exceptions not implemented if you run out of time or budget.
Data Set	Limit the data set that you apply the functionality to. System, geographical or product boundaries will guide you. Add others as you build and learn from the first.
Input/ Output Thinning	Can you simplify the input or output – remove fields or use a command line or “rougher” UI.
Architectural	Defer Performance (but not for too long), defer internationalisation, mock interfaces.

A summary of a number of approaches from sources like ...

Rachel Davies – Agile Coaching Blog

Bill Wake – XP 123 Article - 20 ways to split stories

Gottesdeiner & Gorman – Slicing Requirements for Agile Success Article

Exercise - Envelope #3

Story Slicing



- Role Playing : Pick one of 4 Specialist roles
 - Development, UX, Business, Test
 - Each of you will have some additional information that you will need to share and collaborate on to get the full picture
- USE the Systems View !!

Read through the roles and discuss what options you have for slicing the story – tip – look at the acceptance criteria first. See if you can come up with some slices.

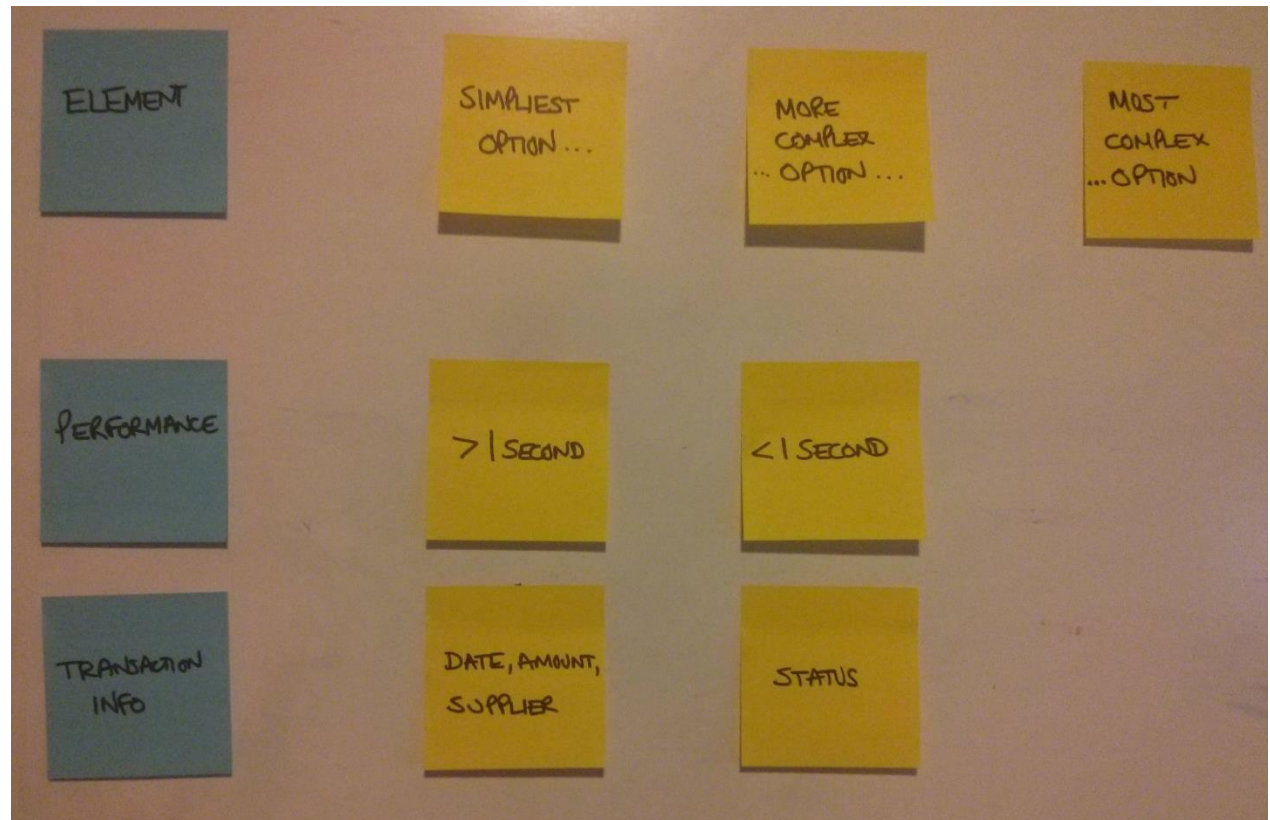


Tool : Slicing Grid

Story Slicing

Architectural

Data



Example Elements

Example Options

Transaction Info

Date,
Amount,
Supplier

Status

No of cards

One

One More

Up to 10

TITLE CARD TRANSACTIONS

MARKETING MESSAGES

NAVIGATION

SEARCH

DATE
AMOUNT
SUPPLIER

FILTER RESULTS

DATE
AMOUNT
SUPPLIER

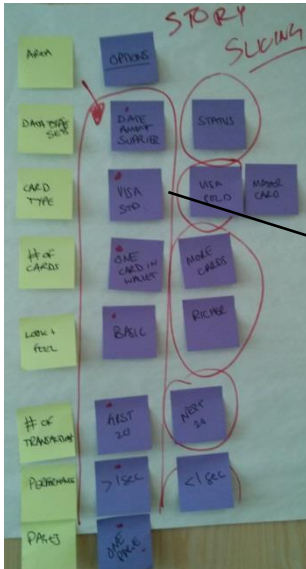
CARD A	CARD B	CARD C	CARD D	CARD E	CARD F	CARD G
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MARKETING MESSAGES

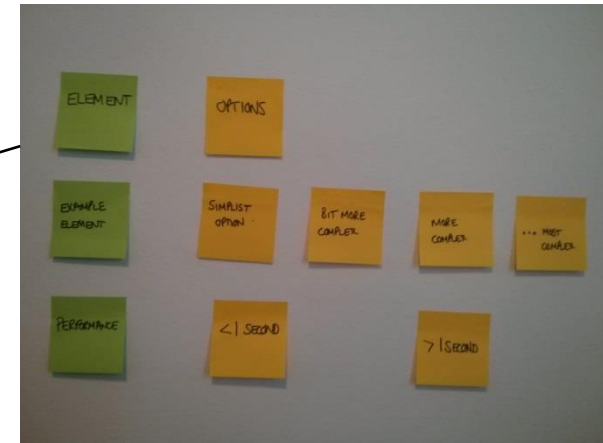
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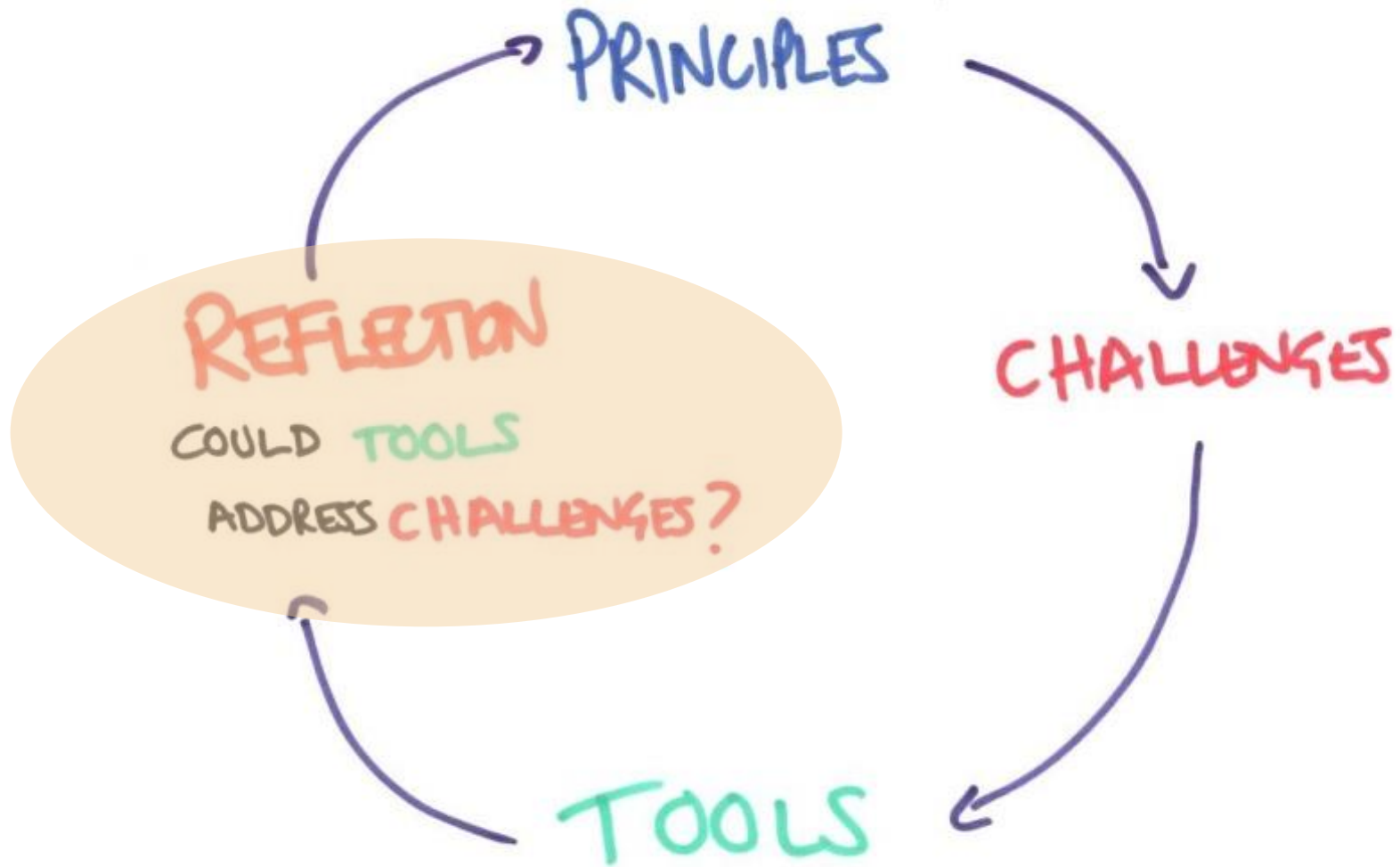
NOTES

Exercise- Envelope – Slicing Grid



- Create a Slicing grid
- Circle on your slicing Grid the simplest slice and then write a story for it
 - NB – balance the detail between the front and back of the card





Exercise

Story Slicing

- Refer back to the Principles for working in an iteration and the challenges in applying those principles
- Discuss how Slicing Approaches and the Slicing Grid could help address those challenges, and any other benefits from using these tools



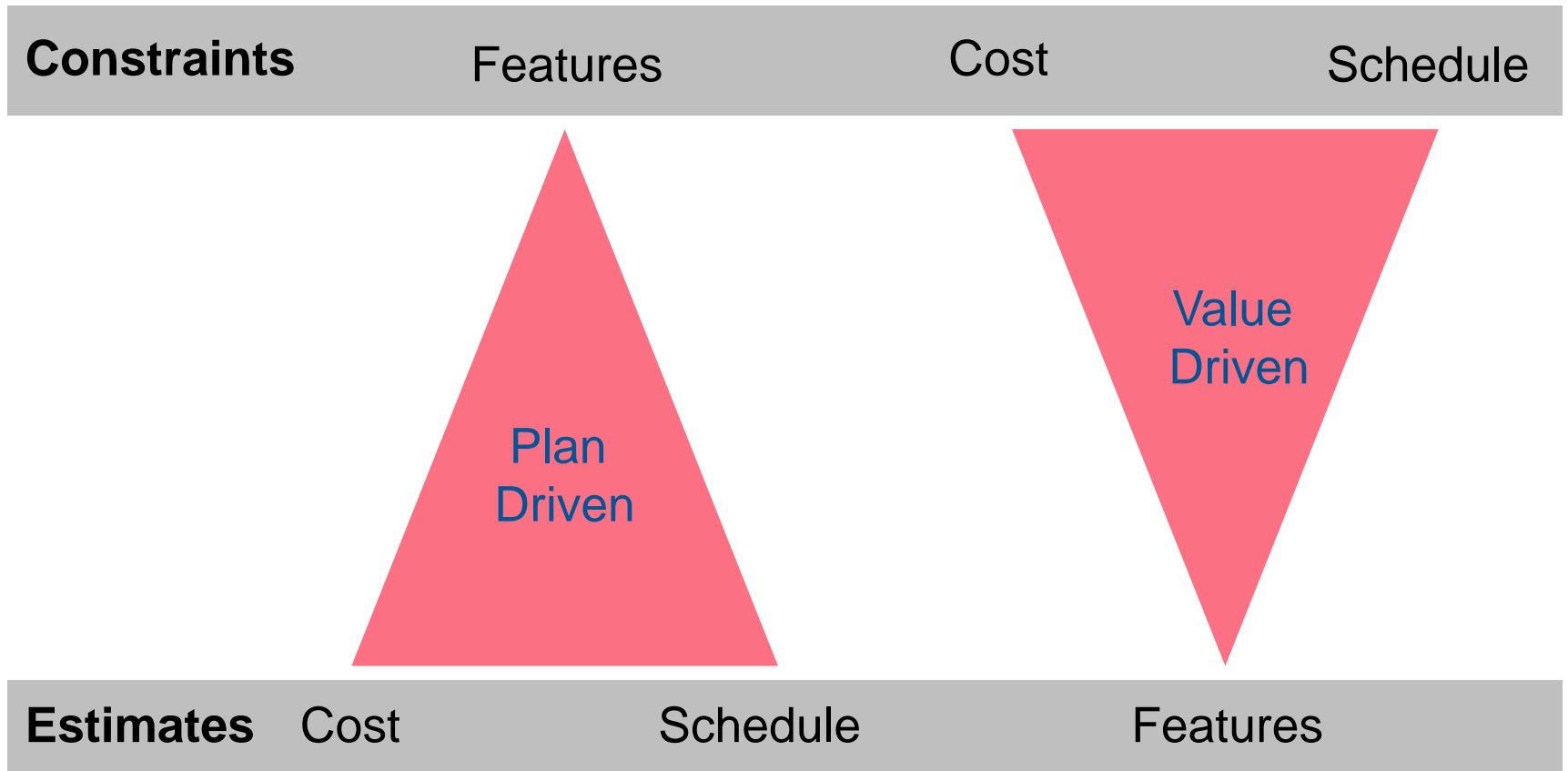
Story Slicing helps with feature estimation

Traditional

The Plan creates the
Cost/schedule estimates

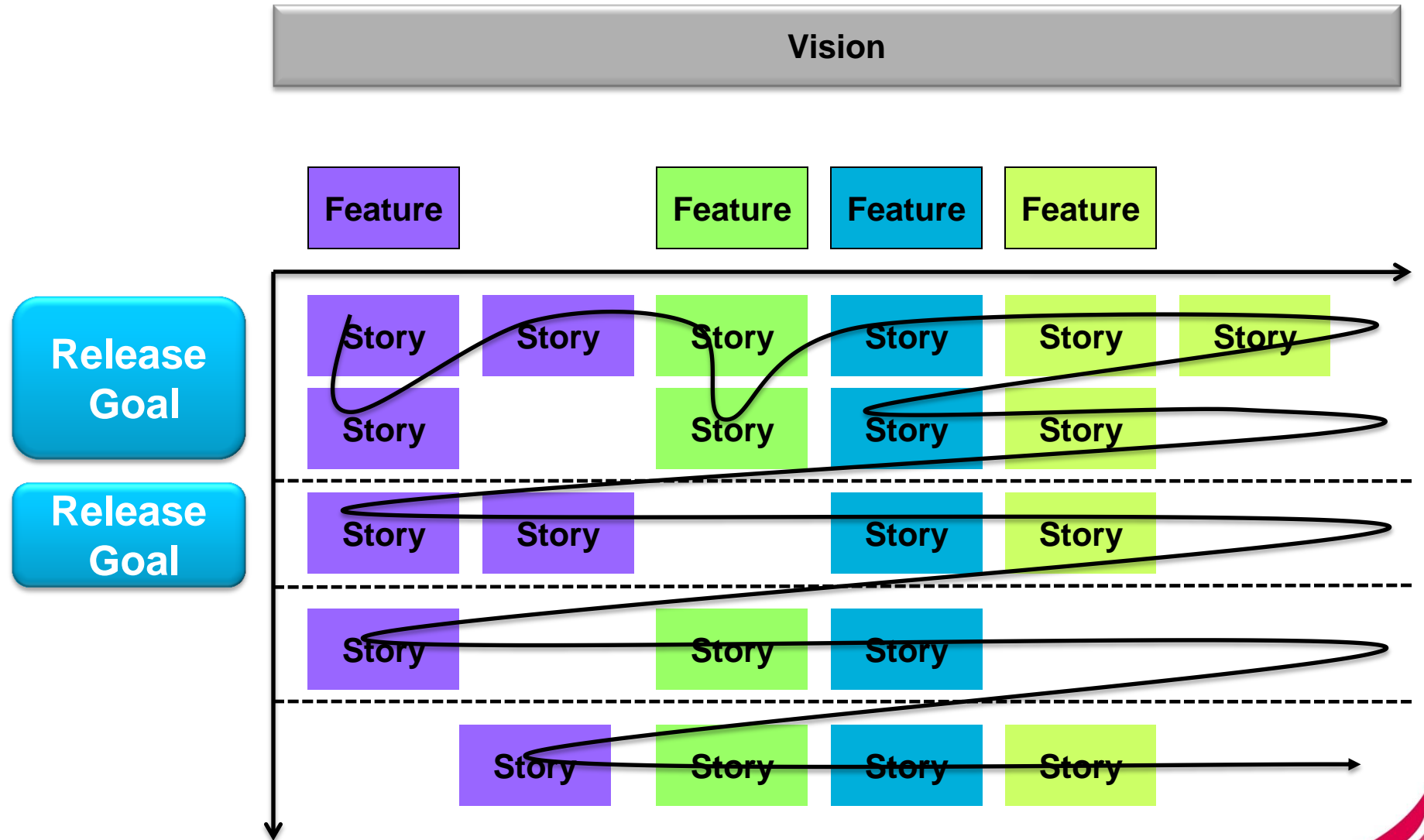
Agile

Value drives the
feature estimates





User Story Map



Slicing



Product Slicing

Login

Balance

Card Transactions



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