

User Stories

User Stories

User Stories (aka features)

A Story: <user> takes an <action> and gets a <result>

Example: As a Homeowner I want to stand under a smoke alarm and wave my arm to hush a nuisance alarm

Bugs

Bugs are prioritized along with user stories, treat them as first class citizens

Work Items

Build environment, categorized as a precondition

Invest in your Product Backlog

William Wake, 2003

Invest	Independent
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	Negotiable
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	Verifiable
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	Estimable
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	Small
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	Testable
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INVEST in Your Product Backlog

William Wake, 2003

Independent

Dependencies lead to problems estimating and prioritizing
Can ideally select one item to work on without pulling in 18 others

Negotiable

Product backlog items are not contracts
Leave or imply some flexibility

Valuable

Re-write developer-oriented backlog items in terms of value to customers

Estimable

Because plans are based on user stories, we need to be able to estimate them

Small

Complex backlog items are intrinsically large
Compound backlog items are multiple items in one

Testable

Make backlog items testable by having acceptance tests

Product Backlog and Customers

“Collectively, the developers have a sequence in which they would like to implement the features, as will the customer.

When there is a disagreement to the sequence, the customer wins. Every time.

However, customers cannot prioritize without some information from the development team.

It is up to the development team to provide information (assumptions, constraints, alternatives) to the customer in order to help her prioritize the features”

---- Mike Cohn, User Stories Applied

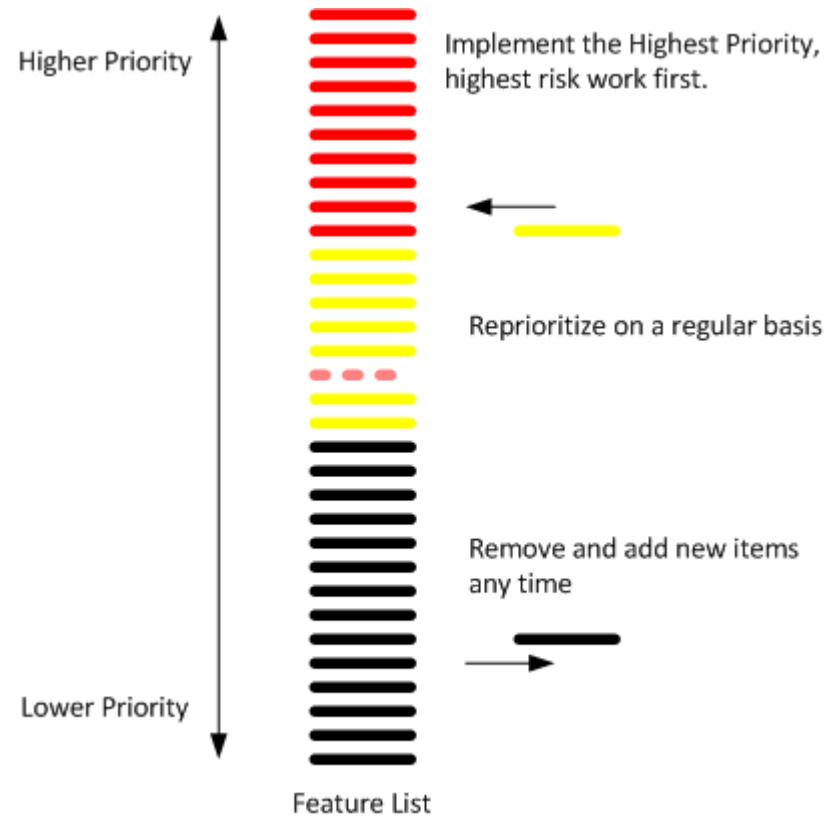
Exercise: Write User Stories

Goal: Have the development team write user stories and define roles for the ChampTix.com website

Setup: Teams of 3-4

Duration: 60 min

Product Backlog Prioritization



Stack Rank the Backlog

The product backlog is a stack ranked list of stories

Use 20/20 Vision to determine stack rank

(see: <http://innovationgames.com/2020-vision/>)



Exercise: 20/20 Vision

Goal: Have the development team order the users stories that they wrote for the ChampTix.com website

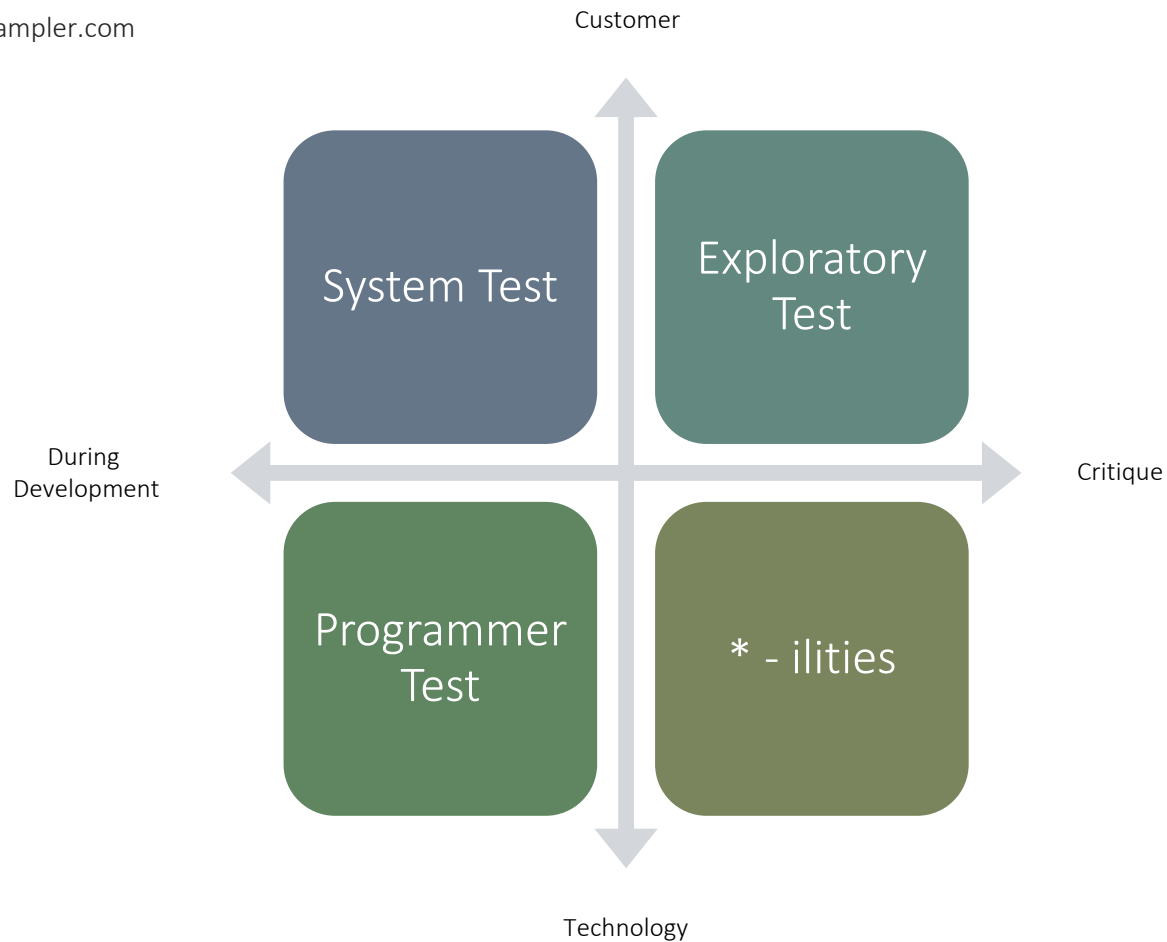
Setup: Continue with your existing teams

Rules – Use 20/20 Vision to Stack Rank the Backlog and number the stories from 1-N

Duration: 20 Minutes

Test Types

Brian Marick –
<http://www.exampler.com>



Acceptance Tests Format

Acceptance tests

- Conditions that a user story or feature must meet

- Solidifies completion criteria – the definition of done

Format:

- Given (a context)

- When (an actor does something)

- Then (a valuable result is observed)

Example User Story

Story

As a Homeowner I want to stand under the smoke alarm and wave my arm to hush a nuisance alarm

Acceptance Test

Given

The smoke alarm has detected smoke and the alarm has been triggered

When

The homeowner stands under the smoke alarm and waves their arm. As they wave the hand should be from 2 to 8 feet away from the smoke alarm

Then

The alarm stops

Example User Story

User Story

As a homeowner I want the pathlight on my smoke alarm to light up when I walk under it at night

Acceptance Tests

Given

The room the smoke alarm is in is dark

When

A homeowner walks under the smoke alarm

Then

The pathlight will turn on and stay illuminated as long as the homeowner is under the smoke alarm

Additional Acceptance Tests

Given

The room the smoke alarm is in is light

When

A homeowner walks under the smoke alarm

Then

The pathlight will not turn on

Given

The room the smoke alarm is in is dark

The pathlight is on

When

A homeowner is no longer detected under the smoke alarm

Then

The pathlight will shut off after 5 seconds

Exercise: Write Acceptance Tests

Goal: Have the development team write acceptance tests for the user stories that they wrote for the ChampTix.com website

Setup: Continue with your existing teams

Duration: 30 Minutes

Q/A