


DA-IICT

IT 314: Software Engineering

User Stories & Acceptance Criteria

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User Stories

seek to combine the strengths
of written and verbal communication,
where possible supported by a picture.

User Story

- A **user story** is a tool used in Agile software development to capture a description of a software feature from an **end-user perspective**.
 - The **user story** describes the type of **user**, what they want and why.
 - A **user story** helps to create a simplified description of a requirement.
 - Agile reduces the risk by delivering the value of the project very early
-

Specification - User Stories

User Stories




 **User Story Description**

As a [user role] I want to [goal]
so I can [reason]

For example:

- As a registered user I want to log in so I can access subscriber-only content

 **User Story Description**

- **Who** (user role)
- **What** (goal)
- **Why** (reason)
 - gives clarity as to why a feature is useful
 - can influence how a feature should function
 - can give you ideas for other useful features that support the user's goals

User Story Example: Front of Card

#0001

USER LOGIN

Fibonacci Size # 3

As a [registered user], I want to [log in], so I can [access subscriber content].

For new features, annotated wireframes. For bugs, steps to reproduce with screenshot. For non-functional stories, explain scope/standards.

User Login

Username:

Password:

Remember me ☐

Login

Forgot password?

[message]

User's email address. Validate format.

Authenticate against SRS using new web service.

Go to forgotten password page.

Store cookie if ticked and login successful.

Display message here if not successful. (see confirmation scenarios over)

Further information is attached to this story on VSTS Product Backlog.

User Story Example: Back of Card

Confirmation

1. Success – valid user logged in and referred to home page.
 - a. 'Remember me' ticked – store cookie / automatic login next time.
 - b. 'Remember me' not ticked – force login next time.
2. Failure – display message:
 - a) "Email address in wrong format"
 - b) "Unrecognised user name, please try again"
 - c) "Incorrect password, please try again"
 - d) "Service unavailable, please try again"
 - e) Account has expired – refer to account renewal sales page.

User Story Card

Front of Card

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As a student I want to purchase a parking pass so that I can drive to school

Priority: ~~High~~ Should
Estimate: 4

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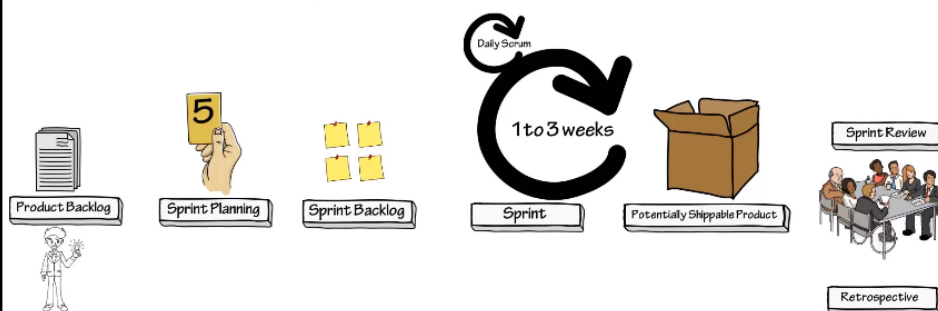
Back of Card

Confirmations:

- ~~The student must pay the correct amount~~
- One pass for one month is issued at a time
- The student will not receive a pass if the payment isn't sufficient
- The person buying the pass must be a currently enrolled student
- The student may only buy one pass per month

SCRUM

Scrum Workflow



Repeat this workflow for each sprint

How detailed should a User Story be?

Detailed enough for the team to start work from,
and further details to be established and clarified
at the time of development.

How detailed should a User Story be?

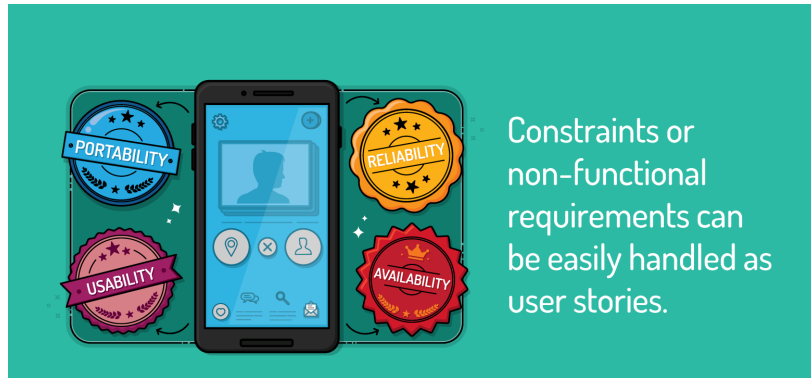
One of the benefits of agile user stories is that they can be written at varying levels of detail.

Here is an epic agile user story example from a desktop backup product:

- As a user, I can backup my entire hard drive.

The epic above could be split into dozens (or possibly hundreds), including these two:

- As a power user, I can specify files or folders to backup based on file size, date created and date modified.
 - As a user, I can indicate folders not to backup so that my backup drive isn't filled up with things I don't need saved
-




Constraints or non-functional requirements can be easily handled as user stories.

Non-functional Aspects

think of non-functional requirements as “constraints” we put on the system. When a product owner says, “this system must perform adequately with 100,000 concurrent users,” the product owner is putting a constraint on the development team.

- As a customer, I want to be able to run your product on all versions of Windows from Windows 95 on.
- As the CTO, I want the system to use our existing orders database rather than create a new one, so that we don't have one more database to maintain.
- As a user, I want the site to be available 99.999 percent of the time I try to access it, so that I don't get frustrated and find another site to use.
- As someone who speaks a Latin-based language, I might want to run your software someday.
- As a user, I want the driving directions to be the best 90 percent of the time, and reasonable 99 percent of the time.



Example


Nirjhar Bala
Evivehealth

TASK: To create small user stories having all possible roles and tasks of a QA for an **ecommerce website**

FUNCTIONALITY: Customer can purchase items from the website.

RULES TO PONDER/ASSUMPTIONS

- All the stories that have been broken down are mostly **independent** , hence making sure that they can be parallelly developed.
- Not every minute detail has been included in the cards, encouraging developers to seek further clarification and ensuring **negotiability**.
- Stories have been written in regular business language that is equally **valuable** to both stakeholders and developers.
- It is assumed that all the user stories mentioned below can be converted into working pieces of code within the working period of 1 to 3 weeks and hence are **estimable** and **small**.
- It is also written in a way where the completion of the story and its working is quantifiable and can be tested, hence being **testable**.



Example....

Sno	User Story	Acceptance Criteria
1	Customer can create account on website. <i>Note.: Customer accounts should be verified. Discuss types of verifications.</i>	<ul style="list-style-type: none"> Test with illegal entries Test with empty entries Test with different ways of verification(email / phone number) Test with fake email and phone numbers Test with registered accounts
2	Customer should be able to log into website with a registered account.	<ul style="list-style-type: none"> Test login with unregistered account. Test login with correct and incorrect combinations of email/phone and passwords

Other user stories and their acceptance criteria...
