_Małe (User Story) jest piękne

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Boiling Frogs 2019

20.03.2019, Wrocław

intive

Never settle
intive.com

_User Story Decomposed

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User Story { _Who?

_What?

_Why?

User Story { _Role

_Action

_Reason

User Story {

_Stakeholder

_Deliverable

_Value

Benefits

_Shared understanding

_Focused on goals and values, not details

_Easy to prioritize in backlog

_Even if you are adult you will probably prefer to work with US than the upfront prepared requirement documentation

_Easy to write and understand *

Bad

Stories

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As a developer...

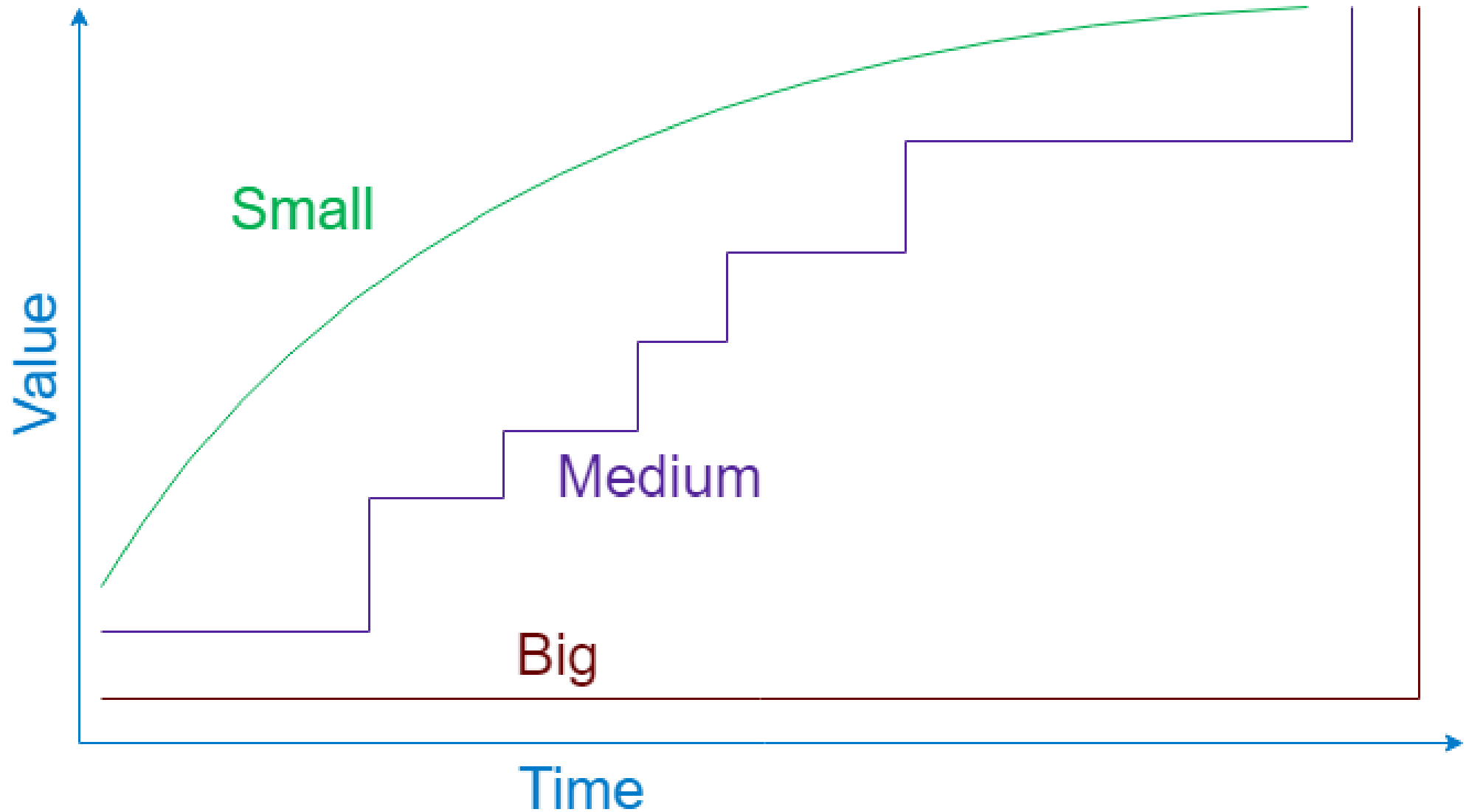# *As a system...*

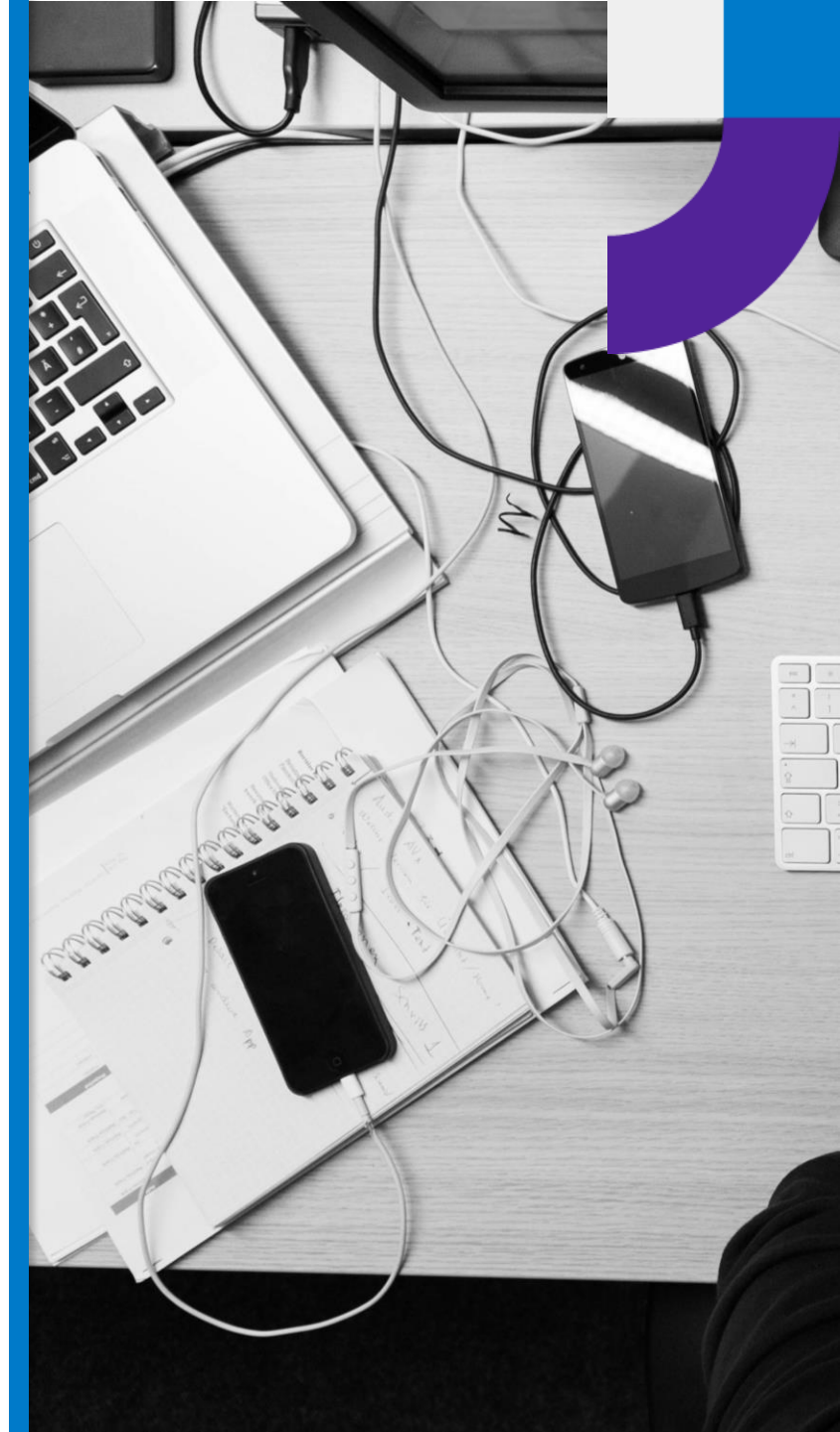*As a User I want to do things so that I can do things.*

Just too big.

Providing business value

Why small?

_Faster learning

_Deliver more often

_Stakeholders could complain earlier

_Better prioritization

_Better communication and understanding across the team members

_Less risk

How to act when story is too big?

Ideas

_Detect connector words

_Apply INVE**S**T model

_Be less generic

_"Fifty Quick Ideas to Improve your User Stories" by Gojko Adzic and David Evans

Elephant Carpaccio exercise

_Henrik Kniberg & Alistair Cockburn in 2013

_How to eat an Elephant?

_Make stories as small as possible, exaggerating is not a problem.

Product – Sales Calculator

Calculator

Total items

Price per item

State code

Calculate

Result

Output the total price.

Give a discount based on the total price, add state tax based on the state and the discounted price.

Product – Sales Calculator

Order value	Discount rate
$1,000	3%
$5,000	5%
$7,000	7%
$10,000	10%
$15,000	15%

State	Tax rate
UT	6.85%
NV	8.00%
TX	6.25%
AL	4.00%
CA	8.25%

Priorities

Target: 5 discounts in 5 states.

All states before doing anything with discounts.

GUI, validation are out of scope.

Step1*: Preparing backlog

_Write 10-20 demo-able user stories ("slices") that will take you from nothing to 5 states & 5 discounts.

Step1*: Preparing backlog

Valid slice guideline:

Implementable (including user interface) in 2-6 minutes.

Noticeable different from last slice

More valuable to customer than last slice

Step1*: Preparing backlog

All demos show real input & output, and are noticeably different from last slice. No slice is just a mockup or UI, a data structure, or test case.

Story

Stakeholders
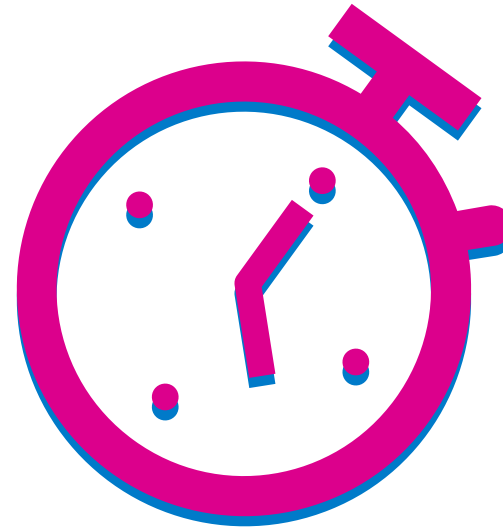
GUI

Frontend

Backend

Step2: Do the work

_40 minutes

_5 iterations

   _Review after every iteration.

   _Use timer, count numer of iteration

_8 minutes

   _Shout "slice" whenever you finish a slice

Review and conclusions

_Is product ready for production release?

   _Acceptance test

Review and conclusions

_Is product ready for production release?

_Acceptance test

_How far did you get?

_Did you finished all planned work?

Probably no.

Review and conclusions

_Is product ready for production release?

    _Acceptance test

_How far did you get?

    _Did you finished all planned work?

    Probably no.

_How many slices did you get and how big they were?

Teams with small user stories were able to deliver more.

There is a huge risk that teams which tried to work with big user stories provides not-working product.

What else?

_How proud are you from your code quality?

Inspiration

- [Elephant Carpaccio facilitaiton guide](#)

- [Elephant Carpaccio handout](#)

- [Making sense of MVP (Minimum Viable Product)](#), Henrik Kniberg

- [Elephant Carpaccio V2](#), Matteo Regazzi

- [No More Elephant Carpaccio!](#) Marcus Raitner

- [Alistair Cockburn Twitter](#)

- [Fifty Quick Ideas To Improve Your User Stories](#)

- ## Questions?

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Photos

- Hide the pain Harold Meme

- [Dilbert about Extrime Programming in 2003](#)

- Photo by [Nathan Hill-Haimes](#) on [Unsplash](#)

- Photo by [Benjamin Pley](#) on [Unsplash](#)