Writer: Kiran Kumar J

The document is to provide Agile methods of creating work user stories and acceptance criteria’s

Work Stories and acceptance criteria

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**Epic 1: Agile Fundamentals**

**Task 4: User Stories & Acceptance Criteria**

# Agile Fundamentals

## Working Stories And Acceptance Criteria

### Purpose

To define and document work items in a **clear, user-centric format** and ensure shared understanding through **acceptance criteria**.

### Theory

### User Story

A **user story** describes a software feature from the perspective of the **end-user**, focusing on **value delivered**.

**Standard Format:**

As a <role>, I want <goal>, so that <benefit>.

**Example:**

As a customer, I want to receive email notifications, so that I know when my order ships.

### Acceptance Criteria

Acceptance criteria are the **conditions that must be true** for a user story to be considered **done**.

**Why Important?**

* Define boundaries for a story
* Help QA create test cases
* Reduce ambiguity
* Provide a checklist for developers

**Example (for the above story):**

Given a valid email is registered with the customer account

When the order is shipped

Then an email notification must be sent within 10 minutes

And the email should include the order tracking link

**✏️ Tips for Writing Good User Stories**

| **Aspect** | **Good Practice Example** |
| --- | --- |
| **INVEST** | Independent, Negotiable, Valuable, Estimable, Small, Testable |
| **Conversation** | Encourage discussion over just documentation |
| **Confirmation** | Done = All Acceptance Criteria met |