

| User Story. 1 | | | | | | |
|--|----|----|----|--|----|--|
| Title: Set terms & condition | | | | | | |
| User Story | | | | Acceptance Criteria's | | |
| As a QA manager, I want to Set terms and condition so that Student can be informed about the system rules. | | | | 1. Students cannot post ideas without checking terms & condition. 2. QA manager insert the Terms and condition. | | |
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| User Story.2 | | | | | | |
|--|-----|-----|-----|--|--|--|
| Title: Add/delete categories | | | | | | |
| User Story | | | | Acceptance Criteria's | | |
| As a QA manager, I want to add or delete category so that The new categories can be shown and unused categories won't show up. | | | | <div>1. Add categories for new ideas.</div> <div>2. Delete categories for reduce complexity.</div> | | |
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| User Story.3 | | | | | | |
|---|-----|-----|-----|---|-----|--|
| Title: Set ending and final closure date for a category | | | | | | |
| User Story | | | | Acceptance Criteria's | | |
| As a QA manager, I want to Set ending date and final closure date for a category so that New ideas cannot be submitted afterward. | | | | 1. After ending date, no new ideas can be submitted. 2. Comments can be posted after ending date. 3. Ideas can be viewed only after ending date. 4. Comments cannot be posted after final closure date. 5. Comments can be viewed after final closure date. | | |
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| User Story.4 | | | | | | |
|--|-----|-----|-----|---|-----|--|
| Title: Download contribution | | | | | | |
| User Story | | | | Acceptance Criteria's | | |
| As a QA manager, I want to Download all selected contribution so that It can be used as a backup record. | | | | 1. Download can be happened after the final closure date. 2. File must be in ZIP format. 3. Ideas, comments and likes under a category can be downloaded. | | |
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| User Story.5 | | | | | | |
|--|-----|-----|-----|--|-----|--|
| Title: Statistical analysis | | | | | | |
| User Story | | | | Acceptance Criteria's | | |
| As a QA manager and as an Admin, I want to View statistical analysis so that I can make strategic decisions in future. | | | | 1. Generate Reports for Number of ideas made by each Department. 2. Generate Reports for Percentage of ideas by each Department. 3. Generate Reports for Number of contributors within each Department. 4. Generate Reports for Ideas without a comment. 5. Generate Reports for anonymous ideas and comments. | | |
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| User Story.6 | | | | | | |
|--|-----|-----|-----|--|-----|--|
| Title: Student Encouragement | | | | | | |
| User Story | | | | Acceptance Criteria's | | |
| As a QA Coordinator, I want to Offer prizes for best ideas so that Students can be encouraged. | | | | 1. Offer prizes for the most liked ideas under a category in after the final closure date. | | |
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| User Story.7 | |
|--|--|
| Title: Email notification | |
| User Story | Acceptance Criteria's |
| As a QA manager, I want email notification so that Get notified when a new idea submitted. | 1. An email notification must have to come in my inbox. 2. Notified for only when new ideas are posted. |
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| User Story.8 | |
|---|--|
| Title: Email notification | |
| User Story | Acceptance Criteria's |
| As a Student, I want email notification so that Get notified when a new idea submitted. | 1. An email notification must have to come in my inbox. 2. Notified for only when new ideas are posted. |
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| User Story.9 | |
|---|---|
| Title: Record user details | |
| User Story | Acceptance Criteria's |
| As an Admin, I want to Record user's details so that I can manage user's information. | 1. Insert only processed and specific data. 2. Proper validation for each field. |
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| User Story.10 | |
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| Title: Submit ideas | |
| User Story | Acceptance Criteria |
| As a user, I want to submit one or more ideas with supportive documents so that I can participate to help improving the quality of the university. | 1. Submit one or more ideas. 2. Attachments can be uploaded. 3. Getting surety about the idea is submitted. |
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| User Story.11 | | | | | | |
|--|----|----|----|---|----|--|
| Title: View ideas and comments | | | | | | |
| User Story | | | | Acceptance Criteria | | |
| As a user, I want to view ideas and comments so that I can ensure that I'm an active member. | | | | 1. Students comments are visible to staff and students. 2. Staff comments are visible only for staffs. | | |
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| User Story.12 | | | | | | |
|--|----|----|----|--|----|--|
| Title : Email Notification | | | | | | |
| User Story | | | | Acceptance Criteria | | |
| As an author of an idea, I want to get email notified when comments are posted against my idea so that I can view them remotely. | | | | 1. Receive an email notification when new comments are posted. | | |
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| User Story.13 | | | | | | |
|---|----|----|----|--------------------------|----|--|
| Title : Thumbs Up or Thumbs Down | | | | | | |
| User Story | | | | Acceptance Criteria | | |
| As an Student, I want to react like Thumbs Up or Thumbs Down on idea so that I can express my opinion against that idea. | | | | 1. Count like or dislike | | |
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| User Story.14 | | | | | | |
|--|----|----|----|--|----|--|
| Title : Ban any User | | | | | | |
| User Story | | | | Acceptance Criteria | | |
| As an System Admin, I want to be able to ban any user so that I can express my opinion against that idea. | | | | 1. Change User status active to ban 2. Ignore access of a Banned user | | |
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| User Story.15 | | | | | | |
|--|-----|-----|-----|---------------------|-----|--|
| Title : Delete Comment | | | | | | |
| User Story | | | | Acceptance Criteria | | |
| As an System Admin, I want to be able to delete any comment so that any inappropriate/unrealistic comment will not be available on the comment list. | | | | 1. Remove comment | | |
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| User Story.16 | | | | | | |
|--|-----|-----|-----|---|-----|--|
| Title : Update Profile Image | | | | | | |
| User Story | | | | Acceptance Criteria | | |
| As an Student, I want to be able to update my profile picture so that I change my picture anytime. | | | | 1. Old profile picture will be removed 2. New profile picture will be available after getting logged in. | | |
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In order to create good user stories, start by remembering to INVEST in good user stories. INVEST is an acronym which encompasses the following concepts which make up a good user story:

- Independent
- Negotiable
- Valuable
- Estimable
- Small
- Testable

Let's cover each of them with a simple explanation.

Independent: Stories should be as independent as possible. When thinking of independence, it is often easier to think of "order independent." In other words, stories can be worked on in any order. Why is this important? It allows for true prioritization of each and every story. When dependencies come into play it may not be possible to implement a valuable story without implementing other much less valuable stories.

Negotiable: A story is not a contract. A story IS an invitation to a conversation. The story captures the essence of what is desired. The actual result needs to be the result of collaborative negotiation between the customer (or customer proxy like the Product Owner), developer and tester (at a minimum). The goal is to meet customer needs, not develop something to the letter of the user story if doing so is insufficient!

Valuable: If a story does not have discernable value it should not be done. Period. Hopefully user stories are being prioritized in the backlog according to business value, so this should be obvious. Some people say each story should be valuable to the customer or user. I don't like that way of thinking because business value encompasses more than just customer or user facing value. It includes internal value which is useful for things which are normally called "non-functional requirements" or something similar. I prefer to say the story has value to the "user" in the user story. In this way it is clear who is to be satisfied. Finally, remember the "so that <value>" clause of the user story. It is there for a reason – it is the exact value we are trying to deliver by completing the story!

Estimable: A story has to be able to be estimated or sized so it can be properly prioritized. A value with high value but extremely lengthy development time may not be the highest priority item because of the length of time to develop it. What happens if a story can't be estimated? You can split the story and perhaps gain more clarity. Sometimes splitting a story doesn't help though. If this situation occurs, it may be necessary to do some research about the story first. Please, please, please time box the research! If you do not, it will take all

available time thereby depriving the product of something else which could have been done instead.

Small: Obviously stories are small chunks of work, but how small should they be? The answer depends on the team and the methodology being used. I teach agile and suggest two week iterations which allow for user stories to average 3-4 days of work – TOTAL! This includes all work to get the story to a “done” state. Also remember not to goldplate user stories. You should **do the simplest thing that works – then stop!**

Testable: Every story needs to be testable in order to be “done.” In fact, I like to think of testable meaning acceptance criteria can be written immediately. Thinking this way encourages more collaboration up front, builds quality in by moving QA up in the process, and allows for easy transformation to an acceptance test-driven development (ATDD) process.