# User stories and requirements

https://tlzprod.dut.ac.za/pluginfile.php/828999/mod\_resource/conte\_nt/1/Modern%20Systems%20Analysis%20And%20Design%20%28%2\_OPDFDrive%20%29%20%281%29.pdf

#### Outline

- What is a User Story?
- What Does a User Story Look Like?
- User story mapping
- Advantages of User story
- Where Do User Stories Fit in Scrum?

#### What are user stories

 Are agile project management tool that provides user with simple, natural language explanations of one or more features written from the end-user perspective.

Simple explanation

Is an explanation of a software that is written from the perspective of the end user.

#### What are user stories

- User stories doesn't go into detail.
- It just mentions how the type of work will bring value to the end user.
- The end user could be external or even internal.
- User stories ensure that the teams work to the goals of the organization.

#### What are user stories?

- The requirements for making a user story a reality are added later, after discussing with the team.
- User stories are recorded on index cards or project management software.

# Advantages of User stories

- Deliver High quality project
- Great team collaboration
- Helps understand users better
- Improve transparency
- Reduces uncertainty/ risks
- Support iterative development
- Focus on vocal communication

## Investing in User stories

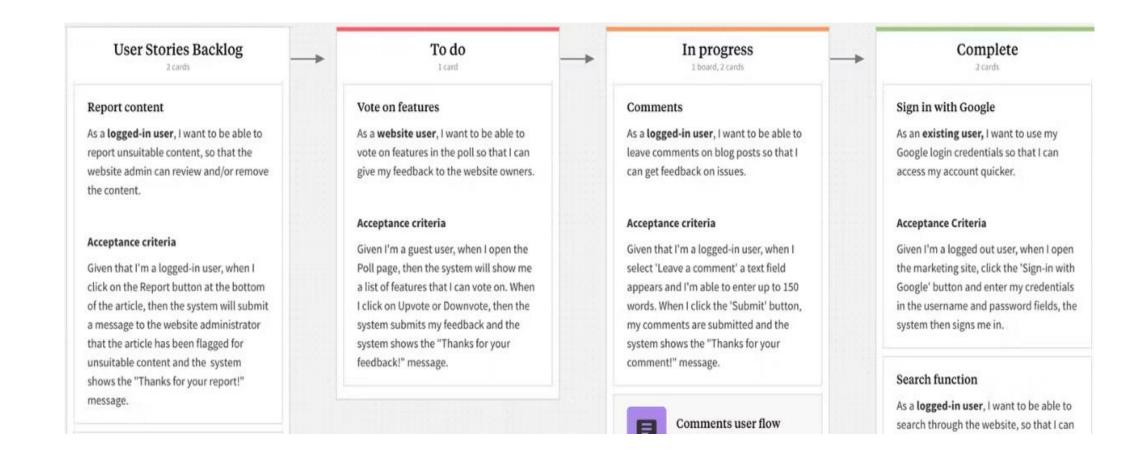
- Invest in a concept that create meaningful user stories.
- Negotiable- Stories should be discussable
- Valuable- stories must ensure there's value being added to the customers.
- Estimable- stories must be estimable and can be divided into tasks
- Small- Stories shouldn't be too big and should be completed in 3 to 4 days.
- **Testable-** They should be tested to check if they fulfill the customers needs.
- **Independent-** each story should be independent, so that each of them can be developed and delivered separately.

## How to write a user story

- User stories comes with a template
- Role- an individual that will be interacting with the system
- Want to- the action represent the behaviour of the system. And it must be unique to each story
- So that-refers to the results.

As a [role], I [want to], [so that]

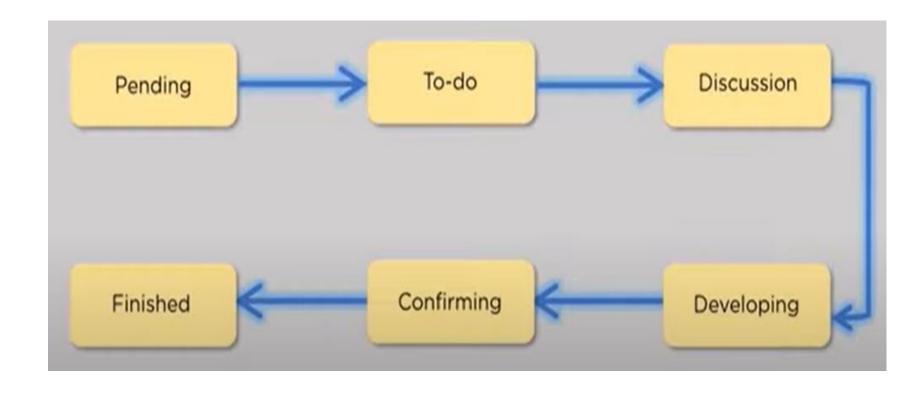
# How to write a user story



#### Three Cs of user stories

- Card- Is a written description of a user story
- **Conversation-** Discussion between users, team, product manager. Share understanding
- Confirmation- Conditions that need to satisfied to ensure that the story meets all requirements

# Lifecycle of a user story



# Pending

- User stories in their basic form are created after communicating with the user and the project team.
- Acts as a reminder for further discussion.

#### To-do

• User stories that need to be addressed are decided and put into sprint, especially after discussions with users/stakeholders

#### Discussion

- User confirms the requirements criteria
- End users are shown an upcoming features

# Developing

- Design and implement features to fulfill user requirements.
- Once discussions are complete

#### Confirming

- End user confirms the user story.
- Features are confirmed through testing

### Finished

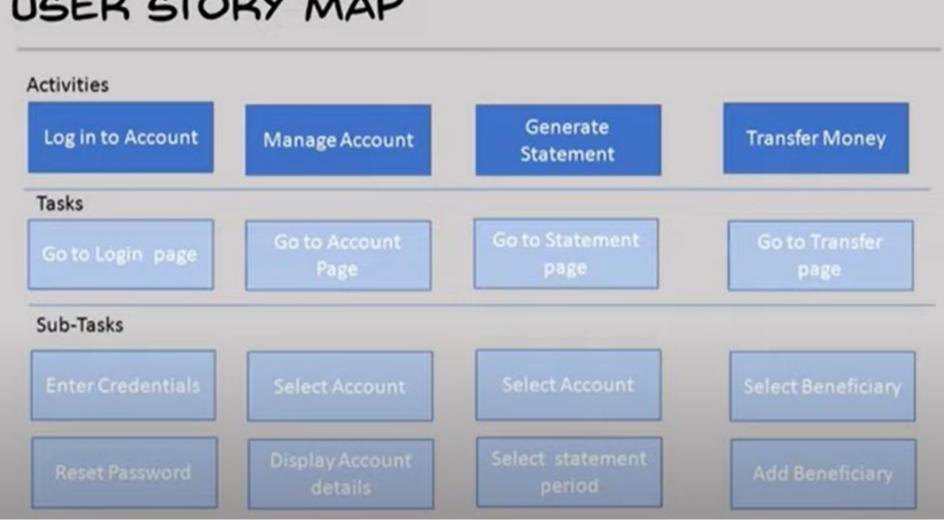
- The user story is completed at this stage.
- New requirements/ a new user story must be created.

# User story mapping

Represents and arrange user stories that help with understanding the systems functionalities

- Arrange user stories based on priority along the horizontal axis
- On the vertical axis, they're represented based on increasing levels of sophistication.

#### USER STORY MAP



# Advantages of user stories Map

- Helps with prioritizing work
- The focus is on user value
- Ensuring team unity
- Focuses on constant improvement