| cc logo.png | **School of Engineering Technology and Applied Science***Information and Communication Engineering Technology*Software Development Project I (COMP231)User Stories (20%)Due Date: Sunday of Week 6 by 11:59pm EST (late penalty at 20 points per day; zero after 5 days) |
| --- | --- |

## STORY-WRITING WORKSHOPS

Before starting each planned release, your team is required to hold a story-writing workshop. A story-writing workshop is a meeting that includes developers, users, the product customer and other parties who can contribute by writing stories. For teams working on a hypothetical project, a story-writing workshop would include the Developers and the person playing the role of Customer.

## ESTIMATING STORIES

Before estimation of stories can take place, we have to define what a story point is. In this class, a simple definition is to have one story point mapped to one ideal hour of work or ideal developer hour.[[1]](#footnote-0) To perform the actual stories estimation, use the Wideband Delphi approach [1].

|  |
| --- |

### 

### 

### Video(s) Report

Your team is required to submit video(s) only for the first software release that documents the following:

1. Introduction made by each team member and his/her role and absenteeism noted. *[3 pts.]*
2. Demonstrates the workshop is led by the Agile Customer. *[2 pts.]*
3. As a team, demonstrated the process of generating user stories per user role based on Low-Fidelity Prototyping (see the sample from [Figure 1](#o86e50ruprek)):
   1. Draw a box that represents each story. *[1 pts.]*
   2. Include the title per box. *[1 pts.]*
   3. Identify all possible actions per box. *[8 pts.]*
   4. Pause and write the story together as a team before transitioning to the next box. *[5 pts.]*
4. Applied a depth-first search approach in building the low-fidelity prototype for each user role. *[5 pts.]*
5. Demonstrates the construction of a Low-Fidelity Prototype for each user role. For each user role whereby a low-fidelity prototype has not been shown to be generated as a team, 5 pts. will be deducted. For each user role that is not clearly labelled per low-fidelity prototype, 2 pts. will be deducted. *[12.5 pts.]*
6. Demonstrates the proper use of the Wideband Delphi approach to estimate stories [1]. Remember that the team’s Customer should write as many acceptance tests as possible before doing this step. *[12.5 pts.]*

*[Total: 50pts]*

| Figure 1: Example of a “combined” low-fidelity prototype. Note that each “individual” low-fidelity prototype is developed for each user role [1]. |
| --- |

### 

### Written Report

Your team is required to submit the results of the video(s) report that documents the following:

1. Per user role, include the user stories (a possible electronic representation is shown in [Figure 2](#i87dj464lrni)) for each low-fidelity prototype generated from the story-writing workshop. The following will be graded:
   1. Sufficient coverage of stories per low-fidelity prototype. Note: for each story that is missing, a 1 pt. deduction will be made. *[5 pts.]*
   2. Correctness of written stories (Independent, Negotiable, Valuable to Purchasers or Users, Estimatable, Small, Testable, and Closed). Violation of any of the aforementioned factors will result in a 1 pt. deduction per occurrence. *[20 pts.]*
2. Correctness of labelling the low-fidelity prototype. Note: incorrect labelling will result in a 1 pt. deduction per occurrence. *[5 pts.]*
3. Include a low-fidelity prototype diagram per user role that is properly labelled, or a correctly labelled “consolidated” low-fidelity prototype that represents an amalgamation of all user roles. For each missing low-fidelity prototype, 5 pts. will be deducted. *[10 pts.]*
4. Demonstrate that stories are realistically estimated. For each occurrence of unrealistic estimation, a 0.5 pt. deduction will be made. *[2.5 pts.]*
5. Demonstrate that similar stories have similar estimates. For each violation of the principal, a 0.5 pt. deduction will be made. *[2.5 pts.]*
6. Include all figures and tables that are properly captioned with accompanying discussion. Each violation will result in a 1 pt. deduction. *[5 pts.]*

*[Total: 50pts]*

| A Company can pay for a job posting with a credit card.  Note: Will we accept Discover cards?  Note for UI: Don’t have a field for card type (it can be derived from the first two digits on the card)  Estimate: 3 hrs.  EU1 | Test with Visa, MasterCard and American Express.  Expected outcome: the system should automatically display a label of the card type.  Test with Diner’s Club.  Expected outcome: the system should prompt the user for a Visa, MasterCard or American Express card.  ...*<rest of the Tests follows>* |
| --- | --- |

##### Figure 2: Possible electronic representation of a physical story card.

| [Figure 2](#i87dj464lrni) illustrates a possible electronic representation of a physical story card. The left column represents the front of the card while the right column represents the back of the card. |
| --- |

### 

### Notes on how to submit your work

* Create a nested folder for this deliverable inside your main shared folder (the video(s) and written reports are to be placed in this folder). You can create additional nested folders to separate the video(s) and written reports if you feel it will enhance organization.
* Give self-descriptive names to your files. For example, “01 Team Doe - low fidelity prototype video” (no quotes).
* A 0.5% deduction will be enforced for each occurrence of poor folder organization and poor naming of files and folders.

## 

## 

## REFERENCES

1. Cohn, Mike. 2004. User Stories Applied: For Agile Software Development, Addison-Wesley Professional.

1. An ideal hour, or rather an ideal day of work in our industry is typically 8 hours of non-contiguous, uninterrupted work. The term “ideal” implies time spent on actual development (test and production code) and quick design sessions. This is in contrast to a calendar developer-day where there are departmental meetings, reading emails, and so on. [↑](#footnote-ref-0)