User Persona - Who is your users??

Sarah
Regular User
Works from home
Uses product to take courses
Uses tablet and laptop
Bachelor's degree in Communications
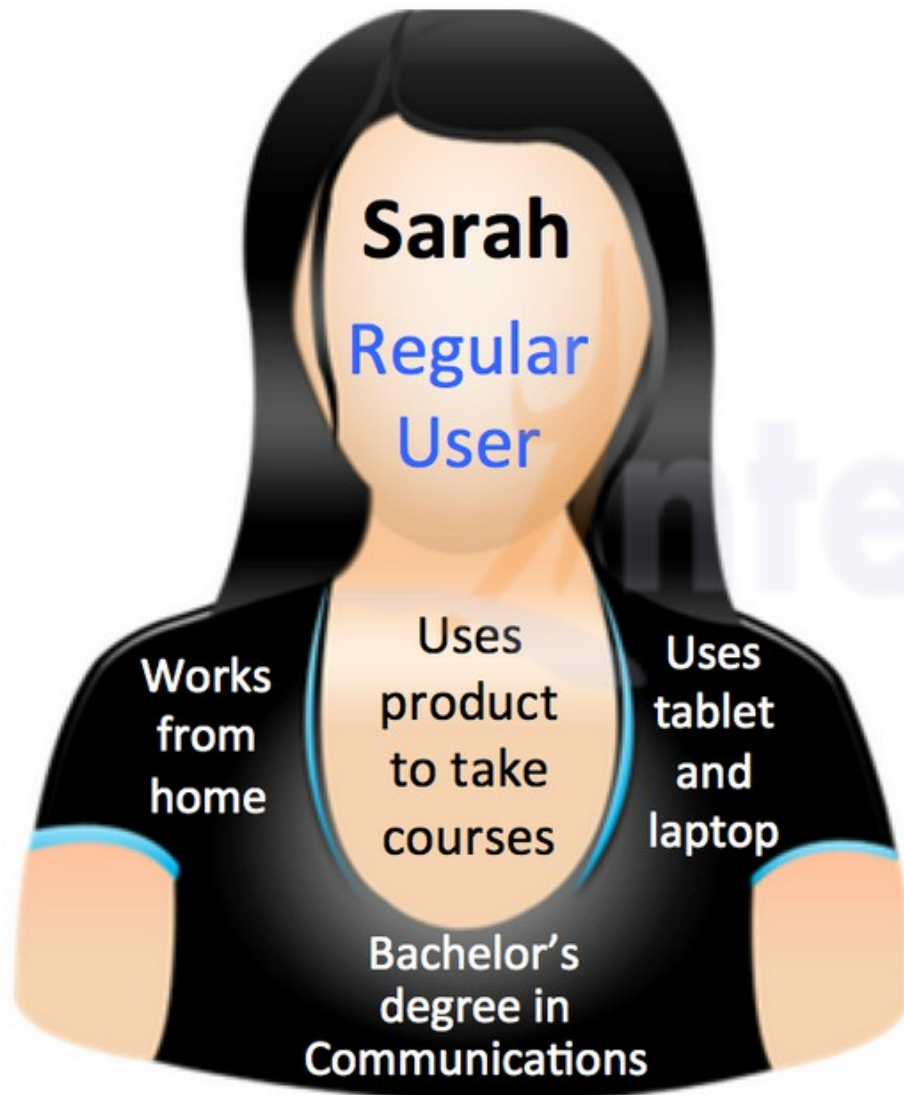
Personas represent specific users and act as examples of the types of users who would interact with it. Most products have several personas that use the product in different ways.
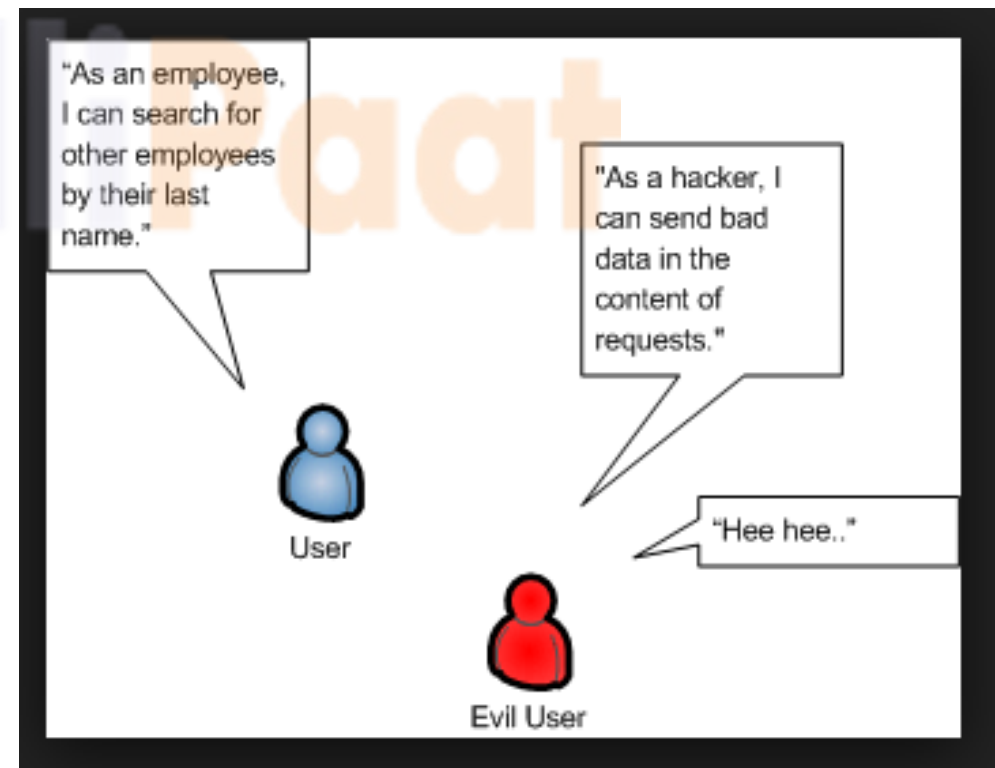
Example:

- The *regular* user uses only the basic user interface functionality.
- The *power* user needs more detailed interface functionality to handle more sophisticated work.
- The *administrator* needs back-end installation and maintenance functionality.

User Story

As a <Who: Some Role (user persona)>
I want <What: Some Need>
So that <Why: Some Benefit>

Acceptance Criteria: ………….
Size: ………….
Complexity: ………….
Estimation: ………….

"As an employee, I can search for other employees by their last name."

"As a hacker, I can send bad data in the content of requests."

User

"Hee hee.."

Evil User

Acceptance Criteria

That condition which is specific to story's acceptance by user..
- Set of statements, each with a clear pass/fail result, that specify both functional and non-functional requirements.
- These criteria define the boundaries and parameters of a User Story.
- Express what is acceptable and what is not acceptable
- They must be Actionable

For example:

"As a user, I am required to login before using the site," might include these conditions of satisfaction:

- user is logged in only when proper credentials are provided
- a "remember me" option is available
- user can request a password reminder
- user is locked out after three failed attempts

Definition of Done at Story level is Acceptance Criteria

□ Defines the acceptance criteria for a user story.

□ It states the deliverables that accompany each Product Backlog item.

□ Applies to all stories.

□ Set by Product Owner in discussion with SCRUM Team.

□ Should be clear and self explanatory.

□ Separate DOD for Story, Sprint and Release

Requirements Management in Scrum
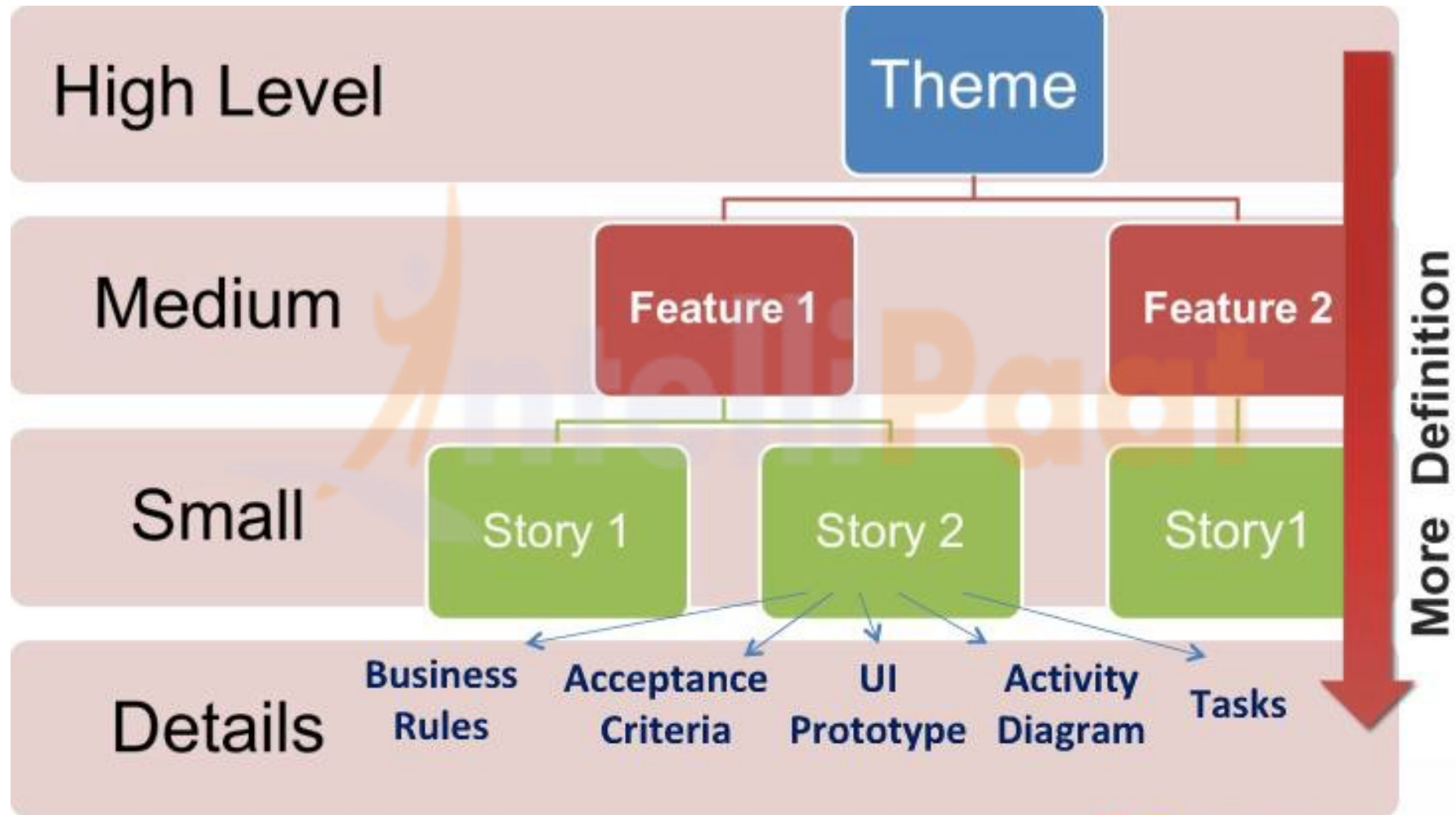
I.N.V.E.S.T Criteria for User Stories

I ndependent
N egotiable
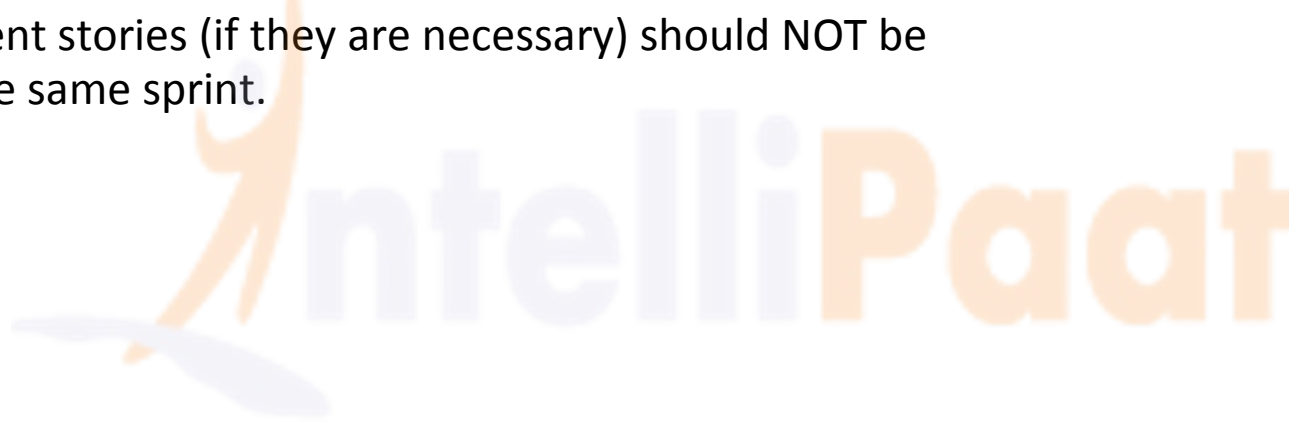V aluable
E stimable
S mall
T estable

Independent

• Try to avoid writing user stories that are dependent upon other user stories.
• Prioritize dependent stories lower than the stories they depend on and cross reference.
• Dependent stories (if they are necessary) should NOT be done in the same sprint.

Release Planning Samples

Sample Release Plan (features grouped by sprints; notice few features span multiple sprints)

Major Feature	Sprint 1	Sprint 2	Sprint 3	Sprint 4	Sprint 5	Sprint 6
	\<Time line>	\<Time line>	\<Time line>	\<Time line>	\<Time line>	\<Time line>
Authenti-cation	Login Screen					
	SSL Encryption					
Master	Product Master		Address Master			
	Rate Master					
Order Entry		Product Selection				
		Product Preview	Product Comparison		Order Track	
				Product Review		
Checkout		Checkout		Shipping Choices	Coupons	
				PayPal Integration		

Sample Release Plan (with ordered features)

Major Feature	Sprint 1	Sprint 2	Sprint 3	Sprint 4	Sprint 5	Sprint 6
	\<Time line>	\<Time line>	\<Time line>	\<Time line>	\<Time line>	\<Time line>
Authenti-cation	1. Login Screen					
	4. SSL Encryption					
Master	2. Product Master		9. Address Master			
	3. Rate Master					
Order Entry		5. Product Selection				
		7. Product Preview	8. Product Comparison			14. Order Track
				12. Product Review		
Checkout		6. Checkout		10. Shipping Choices	13. Coupons	
				11. PayPal Integration		

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Negotiable

- Stories should describe the what, not the how
- The team should be able to negotiate the details (including scope) of the story
- User stories are intentionally incomplete and imprecise
- Too much detail makes a user story into a contract

Valuable

- Everything we do in Scrum should have value or we shouldn't be doing it.
- Identifying the value of a story is a key part of writing it.
- If we can't specify the value of a story we probably don't know enough about it.

Estimable

- Stories must be something that can be estimated (E.G. make login button look "cool" is not estimable)
- A story that can't be estimated is either too vague or too large
- If we can't estimate a story we can't commit to it.
- Inestimable stories should NOT end up in our sprint backlog
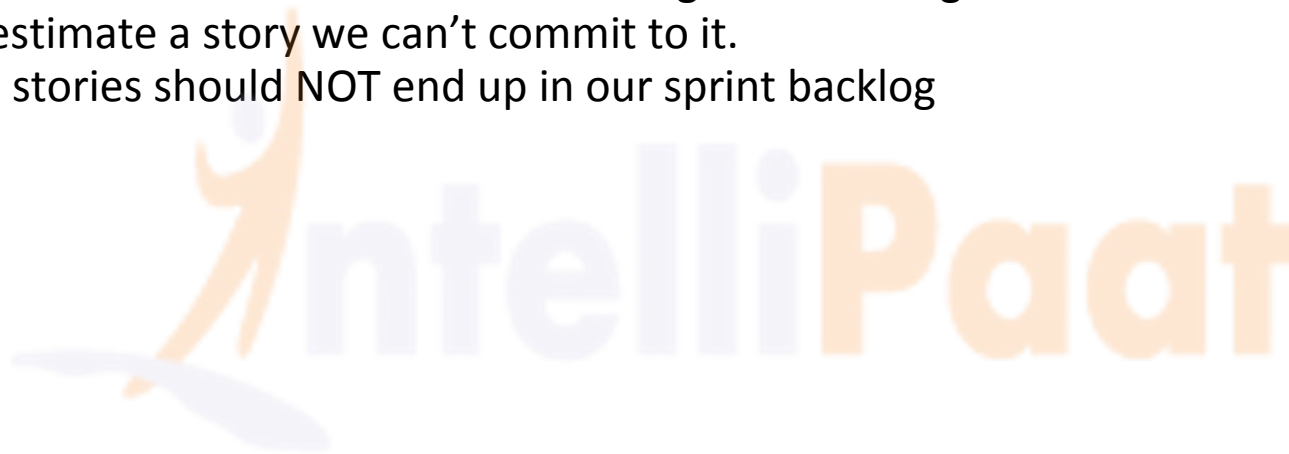
Small

- Small stories are easier to estimate (and our estimates contain less error) .
- Small stories allow more granular tracking of progress.
- A story that is too big to do in a single sprint is an "Epic" and must be broken down.

Testable

If you can't test it, how do you know:
1. It's Done?
2. It's Right?

Examples of User Story

1.1 Time registration portal

Actors:	Project manager: The person that is responsible for the project
	Project member: A person working on the project

1.1.1 As a Project manager

User story ID	I want to…	so that…
1.	Add project members to my project	the project members can register hours on the project
2.	View report on total hours spent on the project	I can track the project and see if we are on budget

1.1.2 As a Project member

User story ID	I want to…	so that…
3.	Register hours on a project	my project manager know how much time I have spent on the project
4.	View a weekly report on total hours spent	I can see how much I have been working

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![Intellipaat logo]

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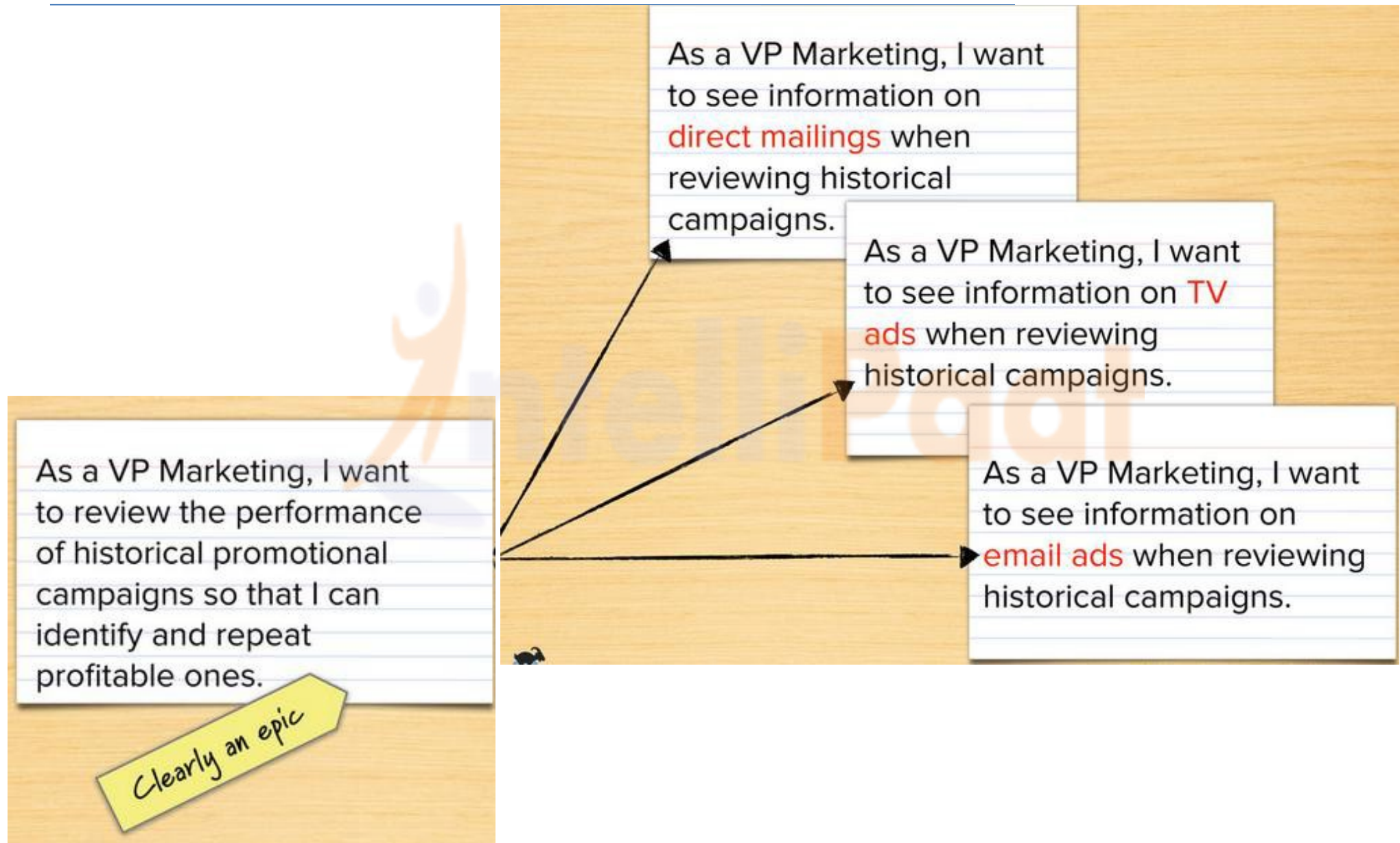| User story ID	I want to…	so that…
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Story Decomposition
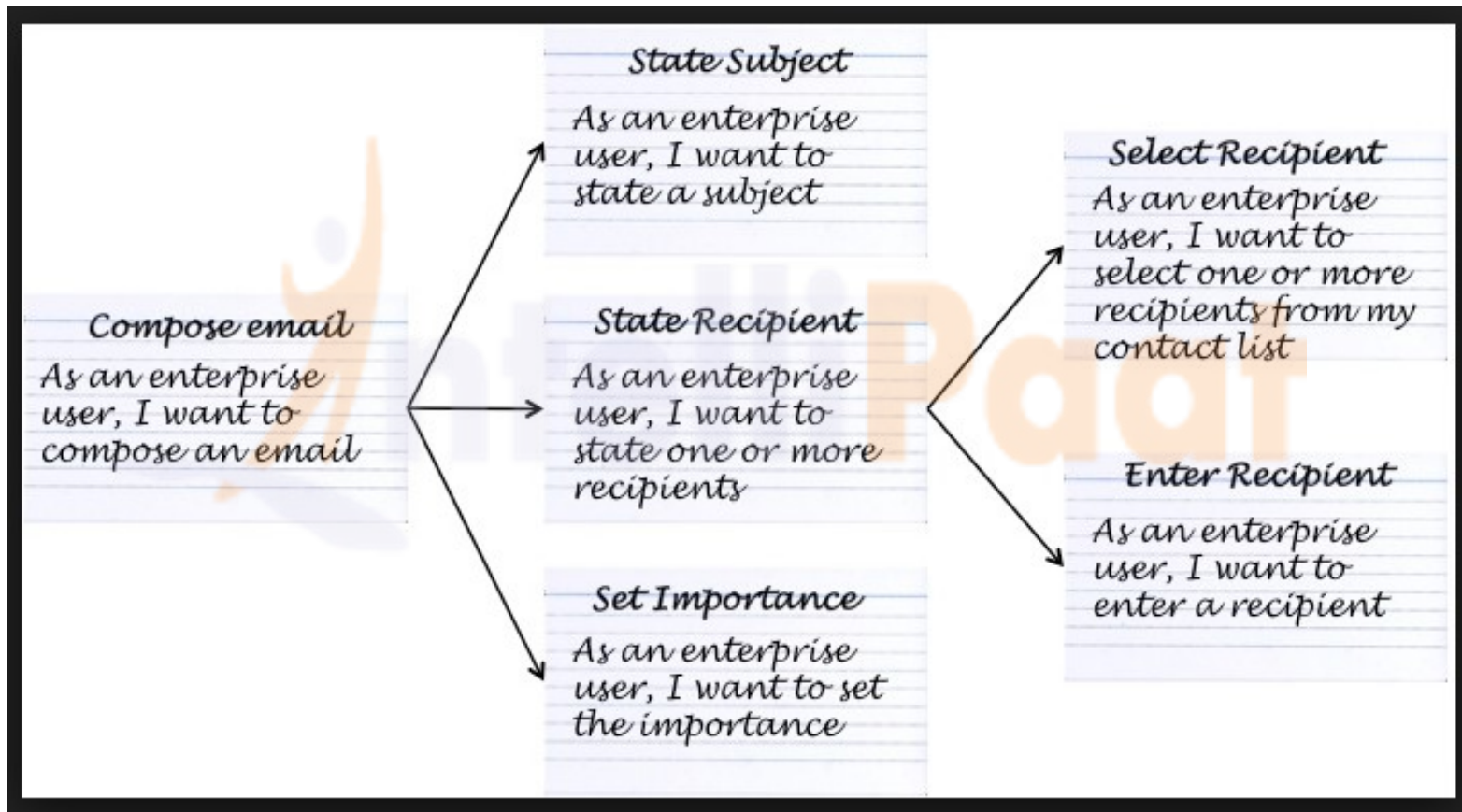
Epic & Theme
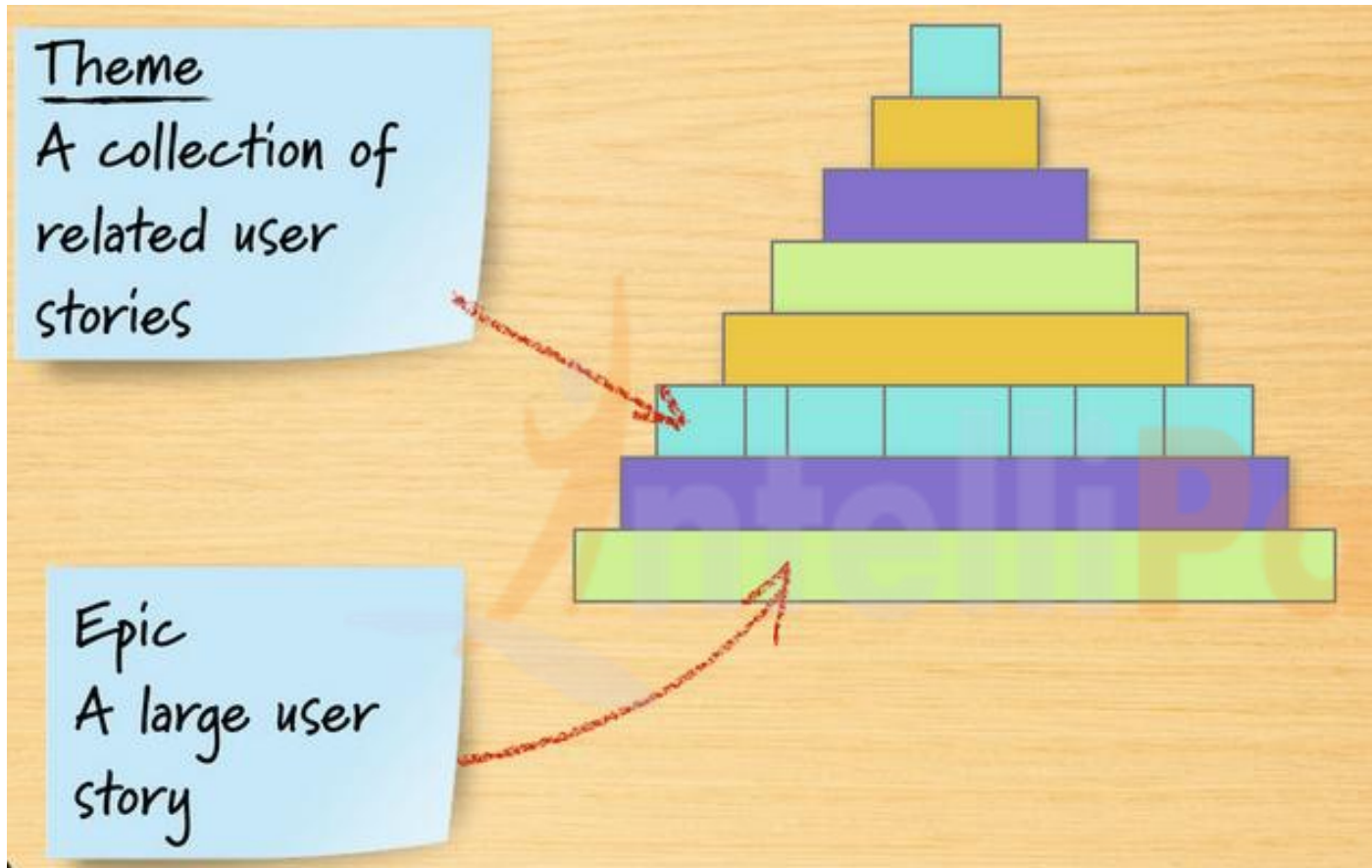
- Epic , Is a large User Story

- Theme : A Collection of Related User Stories

Epic Examples

Epics, Features, Stories and Tasks

From Features to Tasks