CS411 Team Assignment 2 - User Stories

Deliverable: Link to your GitHub repository; place user stories in a docs/User Stories directory, one file per story

For a web app of this size, there will typically be three to five primary user stories, and a handful of secondary ones. For example, for a wine app, a primary user story might be "as a logged-in user, I want to search for a specific wine in order to add it to my online cellar".

For this assignment, identify at least three user stories of your app and write a description of what the user story covers.

The description is a narrative that encompasses what the user will do, what happens when everything goes right, and what to do if something goes wrong. It should include a reference to any external user story that might be involved. For example, if a story requires that a user is logged in, you should refer the reader to the 'user log in' story rather than explaining in detail how the user is authenticated.

The goal is to be able to use a story as a guide during development. It should contain enough information that a developer can understand what is needed and how the story relates to other stories. You'll also use your collected stories when deciding what sort of architecture and infrastructure you will need. You can include diagrams if you think that they would be useful.

When grading this assignment, I'll be looking for enough information about the stories so that I would be able to start designing an approach to satisfy it.

When working on these, avoid the temptation to think about implementation. The user stories should just describe actions and results, not how they will be accomplished. Try to use non-technical language; the document is meant to be understood by the business user in terms that they would understand…use the language of the user, not the developer.

To get started, think about a brainstorming session similar to what we did in class to help you identify the four or five primary stories.

You might also want to look at tools that the team can use to organize the work and roles, and to track and assign tasks. A Google search for 'online collaboration' will turn up some useful ones. Many teams in the past have used Slack, but you are welcome to explore a bit and pick a tool or method that the team is comfortable with.