

USER STORIES

Introduction

- 1. User stories are used to capture software requirements as small pieces**
- 2. They are simple for user/customer to understand and are usually specified by customer**
- 3. Requirements are elicited using primary determination techniques, then presented as user stories**

User story for login

1. As user I want to be able to login to the system without an onlooker seeing what I type
2. Don't display what is type on user screen
3. Acceptance criteria – what is typed is not visible

User stories and testing

1. User stories are used to capture and communicate business rules. Objects and processes
2. Ensure story has been implement according to way it was specified
3. Agile is story driven development , we start with the story and proceeding steps are determine by requirements of story
4. Testing is story driven
5. Planning start driving analysis, design and implementation - then activities drive each other in agile development that iterative and incremental

User story for difficult to crack

1. Requirement : As user I want a password that is difficult to crack but not too difficult to remember. Find data on length of password that is easy to remember - publication and psychologists
2. Acceptance criteria
 1. Password should be at least 8 characters
 2. Should use both lower and upper case characters
 3. Should not contain characters that have been used by same user in passwords in last four months
3. Supporting information – information from reliable sources about good passwords. Knowledge of how passwords are cracked

Introduction

1. Its have description of requirement written in customer language
2. User stories are most widely used technique in agile methods for presenting requirements
3. User story also contain information to estimate implementation effort

User story characteristics

1. High level description of functionality
2. Written using customers language
3. Should be simple preferably implementing a single function
4. Should follow acceptance criteria
5. Testable it should be testable when complete
6. Estimable it should be possible to estimate effort and cost of user story
7. It should meet users need
8. Usually written by stakeholder

User story characteristics ... independent

8. Should be independent of other stories as much as possible to allow for implementation in any order.
- The larger the system the more difficult for stories and requirements to be independent.
 - Agile method select story when complete will lead to a user increment that user can use.

Elements of a User story ...

9. Use simplest tool – usually written on small cards to ensure it's the increment is small
10. It enable conversation about what system will do as its a secondary requirement determination technique
11. It confirmed by customer as characteristic of system as is
12. It should include the priority and estimate

User story characteristics ... independent

In case of developing a word processor the editor should be developed before speller. The user wont be able to use speller before member has typed something

USER STORY TEMPLATE

As a [USER role] I want to [verb centric behaviour] so that I can [USER valued added]

Template used to write high level story in one sentence

Student book search User story

1. As library member I want to search for material in library and university using keyword and it should provide me all related materials
2. Priority 9
3. Story points - 5

Detailing Student Book search User story

1. Student must be active member of library
2. A student should have paid whole library fee amount or partially payment with authorization
3. It must be on a session when library is open. Not on public holidays
4. Search should return physical and digital books, journal papers, their location and status

Problems with user stories

1. Too much details
2. Not focusing on customer
3. Lack of conversation
4. Lack of acceptance criteria



Quality User Story framework that defines 13 criteria for user story quality: overview