Quiz on User Stories

LATEST SUBMISSION GRADE

80%

1. Why are red button directives problematic for teams? **1 / 1 point**

   ○ Teams with too much creative freedom lose focus and are less motivated.

   ○ Teams get bogged down making user interface design features.

   ○ Too many unfamiliar design features can confuse and annoy users.

   ⦿ They lack explanation about what's valuable to the user and how to test for that

   > ✓ **Correct**
   > Red button problems are often arbitrary tasks that may not address the user's needs and lead to a valuable outcome for the end user. Teams are often also less motivated when given a specification rather than exploring solutions.

2. You're working with a catering firm to improve its website. Which of these user stories about their user is most complete? **1 / 1 point**

   ○ As a person checking the catering website, I want to see if I like the vibe of this firm.

   ○ As a mother planning a quinceanera party, I want to check the site, so I can make a decision about catering.

   ○ As a visitor to the catering website, I want to see sample event photos so that I can see if I'd like this caterer.

   ⦿ As a bride planning a wedding, I want to see a list of venues where the firm is allowed to cater so that I can confirm whether the caterer can service my wedding location.

   > ✓ **Correct**
   > This user story is the most complete because it identifies a persona, what the user wants to do, and how the user will derive a benefit.

3. Your development team is using agile methods for the first time and is struggling to create a soccer academy registration system. Your current story addresses the need to register student athletes, volunteer coaches and staff coaches. Which element of Bill Wake's INVEST checklist might best offer a possible solution? **1 / 1 point**

   ⦿ Consider whether or not this story should be broken into smaller, independent stories

○ The team should include soccer field assignments in this story too, as they are an integral part of the final product

○ Add required specifications to the story so they aren't overlooked

○ Simplify by testing with only one type of intended users

✓ **Correct**

In order to keep your project lean and agile, it is important for stories to be broken into manageable components that function independently. The team should consider if registration of the student athletes, volunteer coaches, and staff coaches could each have separate stories.

4. When coaching your team to create strong user stories, which of the following is most effective? **0 / 1 point**

◉ Ask the team to estimate the length of time it will take to finish the project

○ Time is of the essence -- get straight to the point and note all errors

○ Encourage teams to build a working prototype.

○ Ask the team how they would test the reward/outcome clause in the story.

❗ **Incorrect**

This question is less likely to help teams strengthen user stories. It is also difficult to estimate the length of an entire project; it is easier for teams to estimate individual stories. Review how to help others strengthen their user stories in the "Coaching for Better User Stories" video.

5. What would you add to the following meeting agenda to make the most of the collaborative experience? **1 / 1 point**

Meeting Agenda

-Review existing personas and problem scenarios (prep by reading user stories)

-Day in the Life game

-Storyboard first epic (George & Leslie co-facilitate)

○ Add something that will energize and encourage creative solutions from the team

○ Include an activity to build empathy with the end user

○ Add an agenda item that will help the team understand if what they are building is valuable

◉ Time box the sessions

✓ **Correct**

Work tends to expand into the time you have available for it. Without time boxing, teams may overdo the level of detail needed and agonize over details they should probably save (and test) later. Also, time-boxing often has the somewhat counterintuitive benefit of making participants more spontaneous.

✓ **Correct**

Work tends to expand into the time you have available for it. Without time boxing, teams may overdo the level of detail

Quiz on User Stories

LATEST SUBMISSION GRADE

20%

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1. Which of these is the best example of a "red button" directive?   **0 / 1 point**

    ◉ How might we improve drop-off rates from search to shopping cart?

    ○ What's the testable reward for the user who wants to complete a shopping cart?

    ○ Let's map the customer journey up to where users are adding products to the shopping cart

    ○ Create a drag-and-drop feature for users to add items to their shopping cart

    > **❗ Incorrect**
    >
    > This directive describes a goal that may or may not align to an important customer problem but can be explored, and if necessary, solved by the team. Review the kinds of tasks that are red button problems in the "Preparing for Great User Stories" video.

2. Ballet slippers can be very difficult to fit, because the sizes don't correspond to   **0 / 1 point**
    street shoe sizes and there are many variations in style and fit. The owner of a
    dancewear store needs to help her employees identify ballet slipper options so
    they can find appropriately styled slippers that fit customers' feet.

    Your design team has come up with the following child story: As a shoe assistant,
    I know the size and width of the customer's feet and the style slipper she'd prefer,
    and I want to be able to see a list of brands that match these criteria so that I can
    locate the best slippers for the customer to try on.

    Which of the test cases below is most relevant to this child story?

    ◉ Make sure the customer likes her fitting experience better than ordering ballet slippers online

    ○ Make sure it is possible to list slippers by style.

    ○ Make sure the ballet slippers can be ordered if they aren't available in the store

    ○ Make sure the shoe assistant can identify at least five ballet slipper options for each customer.

    > **❗ Incorrect**
    >
    > This option is not testable sand does not align with the child story. Review how to formulate tests in the "Adding Test

Cases to User Stories" video.

3. Your development team is using agile methods for the first time and is struggling   **0 / 1 point**
to create a soccer academy registration system. Your current story addresses the
need to register student athletes, volunteer coaches and staff coaches. Which
element of Bill Wake's INVEST checklist might best offer a possible solution?

- ◉ Add required specifications to the story so they aren't overlooked

- ○ ~~The team should include soccer field assignments in this story too, as they are an integral part of the final product~~

- ○ Consider whether or not this story should be broken into smaller, independent stories

- ○ Simplify by testing with only one type of intended users

> **!** **Incorrect**
>
> Stories shouldn't contain specifications for functional requirements; those should come through discussions about
> testable narratives. There are other elements of the checklist that are more directly related to the team's dilemma.
> Review the the INVEST checklist in the "Investable Stories" video.

4. You're working with the owner of an online used textbook store to improve its   **0 / 1 point**
online purchase process. Choose the best revision of this user story: As Sam the
Student, I want to find books.

- ◉ As Sam the Student, I want to find books that are in good condition so I can get ready for the semester.

- ○ As Sam the Student, I want to find high quality books and be a happy customer.

- ○ ==As Sam the Student, I want to see if the store has any of my required texts, so I can see if purchasing there will save me money.==

- ○ As Sam the Student, I want to find books quickly.

> **!** **Incorrect**
>
> The action clause in this version is better, but it could still be more specific and tangible. There is a reward, but it is
> fairly circumstantial and cannot be tested or observed in the context of this story. Review how to improve user stories
> in the "Coaching for Better User Stories" and other course videos.

5. What would you add to the following meeting agenda to make the most of the   **1 / 1 point**
collaborative experience?

Meeting Agenda

-Review existing personas and problem scenarios (prep by reading user stories)

-Day in the Life game

-Storyboard first epic (George & Leslie co-facilitate)																				3/3

⦿ Time box the sessions

◯ Include an activity to build empathy with the end user

◯ Add an agenda item that will help the team understand if what they are building is valuable

◯ Add something that will energize and encourage creative solutions from the team

✓ **Correct**

Work tends to expand into the time you have available for it. Without time boxing, teams may overdo the level of detail needed and agonize over details they should probably save (and test) later. Also, time-boxing often has the somewhat counterintuitive benefit of making participants more spontaneous.

Quiz on User Stories

LATEST SUBMISSION GRADE

20%

1. Why are red button directives problematic for teams?   **0 / 1 point**

    ○ Too many unfamiliar design features can confuse and annoy users.

    ◉ Teams with too much creative freedom lose focus and are less motivated.

    ○ Teams get bogged down making user interface design features.

    ○ They lack explanation about what's valuable to the user and how to test for that

    > **! Incorrect**
    >
    > Design teams with the ability to explore and identify creative solutions against a strong, testable narrative about the user are often more motivated and better able to solve user problems. Review how red button problems impact teams in the "Preparing for Great User Stories" video.

2. You're working with a catering firm to improve its website. Which of these user   **0 / 1 point**
    stories about their user is most complete?

    ◉ As a person checking the catering website, I want to see if I like the vibe of this firm.

    ○ As a visitor to the catering website, I want to see sample event photos so that I can see if I'd like this caterer.

    ○ As a bride planning a wedding, I want to see a list of venues where the firm is allowed to cater so that I can confirm whether the caterer can service my wedding location.

    ○ As a mother planning a quinceanera party, I want to check the site, so I can make a decision about catering.

    > **! Incorrect**
    >
    > This user story is too general and does not identify a clear persona, a discrete task the user wants to complete, and how the user will derive benefit from the catering website. Review elements of user stories in the "Writing Great User Stories" and other videos in the "How Do You Write Your Best Possible User Story?" section.

3. Your development team is using agile methods for the first time and is struggling   **0 / 1 point**
    to create a soccer academy registration system. Your current story addresses the
    need to register student athletes, volunteer coaches and staff coaches. Which
    element of Bill Wake's INVEST checklist might best offer a possible solution?

○ Consider whether or not this story should be broken into smaller, independent stories

○ Add required specifications to the story so they aren't overlooked

○ Simplify by testing with only one type of intended users

◉ The team should include soccer field assignments in this story too, as they are an integral part of the final product

> **!** **Incorrect**
>
> Stories should be independent of one another and should be small enough to test. Adding more to this story will further complicate the team's problem. Review the the INVEST checklist in the "Investable Stories" video.

4. When coaching your team to create strong user stories, which of the following is most effective?   **0 / 1 point**

○ ~~Ask the team to estimate the length of time it will take to finish the project~~

◉ Time is of the essence -- get straight to the point and note all errors

○ Encourage teams to build a working prototype.

○ Ask the team how they would test the reward/outcome clause in the story.

> **!** **Incorrect**
>
> Coaches should be encouraging. As Alex noted in the video, remember your first user stories and ask questions about how the team might improve the story. Review how to help others strengthen their user stories in the "Coaching for Better User Stories" video.

5. What would you add to the following meeting agenda to make the most of the collaborative experience?   **1 / 1 point**

Meeting Agenda

-Review existing personas and problem scenarios (prep by reading user stories)

-Day in the Life game

-Storyboard first epic (George & Leslie co-facilitate)

○ Include an activity to build empathy with the end user

◉ Time box the sessions

○ Add an agenda item that will help the team understand if what they are building is valuable

○   Add something that will energize and encourage creative solutions from the team

✓ **Correct**   3/3
     Work tends to expand into the time you have available for it. Without time boxing, teams may overdo the level of detail
     needed and agonize over details they should probably save (and test) later. Also, time-boxing often has the somewhat
     counterintuitive benefit of making participants more spontaneous.

Quiz on User Stories

LATEST SUBMISSION GRADE

60%

1. Why are red button directives problematic for teams?   **0 / 1 point**

    ◉ Too many unfamiliar design features can confuse and annoy users.

    ◯ They lack explanation about what's valuable to the user and how to test for that

    ◯ Teams with too much creative freedom lose focus and are less motivated.

    ◯ Teams get bogged down making user interface design features.

    > **!** **Incorrect**
    >
    > Unfamiliar design elements can be challenging for users, but they are not themselves red button directives. Review how red button directives impact teams in the "Preparing for Great User Stories" video.

2. You're working with a catering firm to improve its website. Which of these user   **1 / 1 point**
    stories about their user is most complete?

    ◯ As a visitor to the catering website, I want to see sample event photos so that I can see if I'd like this caterer.

    ◯ As a person checking the catering website, I want to see if I like the vibe of this firm.

    ◉ As a bride planning a wedding, I want to see a list of venues where the firm is allowed to cater so that I can confirm whether the caterer can service my wedding location.

    ◯ As a mother planning a quinceanera party, I want to check the site, so I can make a decision about catering.

    > ✓ **Correct**
    >
    > This user story is the most complete because it identifies a persona, what the user wants to do, and how the user will derive a benefit.

3. A project manager writes a set of user stories in your issue tracking system,   **0 / 1 point**
    JIRA, and assigns them to developers to begin work. Which element of Bill
    Wake's INVEST checklist is more immediately applicable to improving this
    situation?

    ◉ Independent

○ Estimable

○ Negotiable

○ Small

> **! Incorrect**
>
> Allowing the team flexibility to pursue the stories independently allows for simpler and more effective decisions about what to build and how to build it. That said, there's another alternative here that's more immediately applicable to this situation. Review the "Investable Stories" video for more ways to implement the INVEST checklist.

4. You're working with the owner of an online used textbook store to improve its online purchase process. Choose the best revision of this user story: As Sam the Student, I want to find books.   **1 / 1 point**

   ● As Sam the Student, I want to see if the store has any of my required texts, so I can see if purchasing there will save me money.

   ○ As Sam the Student, I want to find books quickly.

   ○ As Sam the Student, I want to find books that are in good condition so I can get ready for the semester.

   ○ As Sam the Student, I want to find high quality books and be a happy customer.

   > **✓ Correct**
   >
   > This user story has a testable narrative based on a problem scenario. It has a specific and tangible action clause and a reward that can be observed. To deliver on the original intent of that first overly general story, several more stories and test cases will be required, but that's normal. As you're working with clients and colleagues on writing good stories, the #1 thing you'll probably find yourself doing is helping them think about the experience more richly with more detail. Another note: We avoided terms like 'available inventory' here. In general, try to write your stories in the language you've heard from subjects that represent your personas.

5. Which of the following is most likely to improve the effectiveness of collaborative team sessions?   **1 / 1 point**

   ● Create an agenda that helps the team better understand the user and what constitutes a valuable outcome for them

   ○ Ask the team to reflect on and share ideas for next steps by the end of the day

   ○ Be spontaneous and flexible during meetings, letting the discussion determine the pace and focus

   ○ Make all user stories available in a centralized location so the team can access them as needed

   > **✓ Correct**

Collaborating on user stories and driving to a strong shared understanding of them is a crucial element of agile. If you're acting as lead on this, think about ways to engage your team with that material so that they a) become familiar with it and (even more important) b) are a part of creating it.