

# CPSC 3720

## Lesson 9

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**Professor of Practice**



*School of*  
**COMPUTING**

# **QUIZ #1**

**MONDAY SEPT 7 – will be a timed quiz (no more than 15 min) taken outside of class based on content from Classes 3-6**

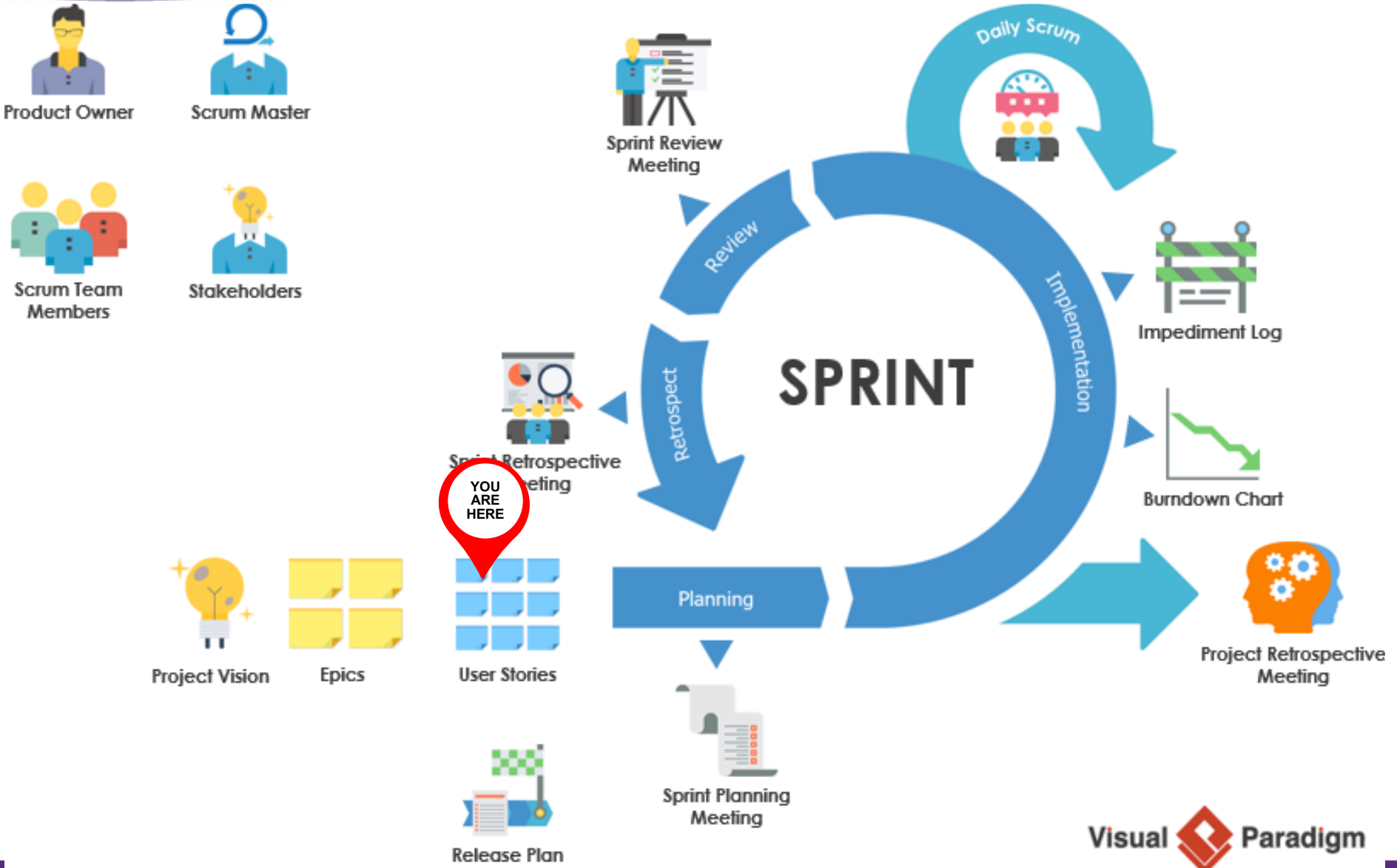
**You cannot collaborate with your classmates about the contents of the quiz prior to, or during the quiz.**

**Quiz is open from 9am Saturday through 11pm Monday.**

# Monday and Wednesday Objectives

- Creating requirements with User Stories
  - ✓ Users and User Roles – CUSports
  - Gathering Stories – Story Mapping
  - Review Stories using INVEST

# Scrum in 1 Picture



# Think about User “Roles”

- Users vary by
  - How they use the software
  - Their backgrounds
  - Their familiarity with software/computers
  - What they use the software for
- A **User Role** is a collection of defining attributes that characterize a population of users and their intended interactions with the system.

# Clemson Sportswear eCommerce Site

## Who is the User?

We've been hired to build  
**CUSports.com**  
a new eCommerce site for all things  
Clemson Sports

**Brainstorm the user roles who  
will interact with this site:**

- 1. MESSAGE BOARD USER**
- 2. MESSAGE BOARD MODERATOR**
- 3. MESSAGE BOARD ANALYTICS USERS**
- 4. ECOMM TEAM MEMBERS (WORK FOR CUSPORTS)**
- 5. WAREHOUSE EMPLOYEES**
- 6. SHIPPER SERVICES USER**
- 7. ADVERTISER PARTNERS (BOJANGLES, MEDIA)**
- 8. VENDOR USER**
- 9. CUSTOMERS**
- 10. EVENT PLANNERS**
- 11. SYSTEM ADMINISTRATORS**

# Why User Stories?

- Stories are comprehensible
  - Developers and customers understand them
  - People can understand them better as stories
- Stories support iterative development
- Stories support participatory design
  - The users of the system become part of the team designing the behavior of the system



# The Three C's of User Stories

## Card

- Stories are traditionally written on note cards.
- Cards may be annotated with estimates, notes, etc.

## Conversation

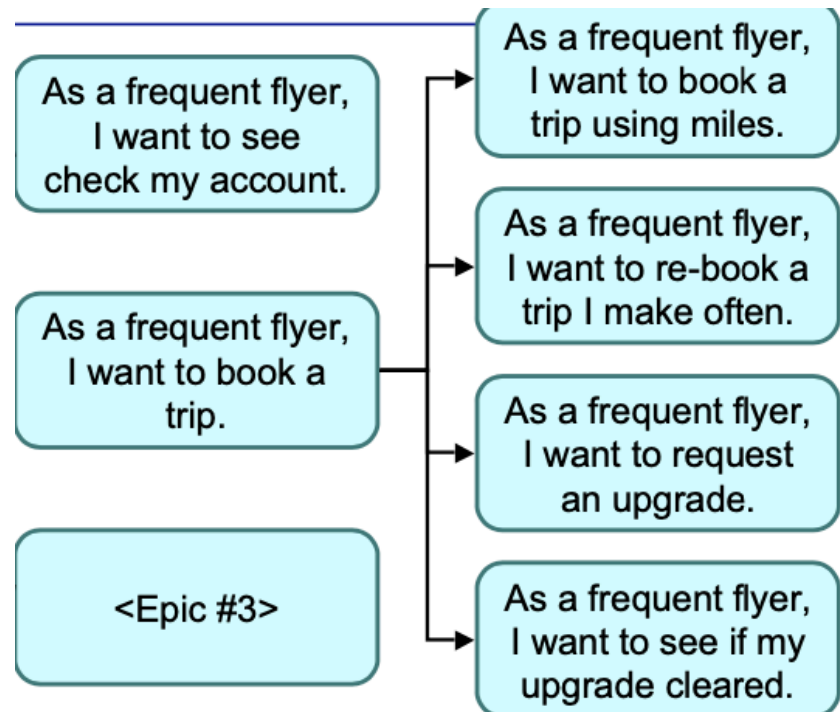
- Details behind the story come out during conversation with customer

## Confirmation

- Acceptance tests confirm the story was coded correctly

# Story-writing workshops

- Includes the developers, users, customers, others
- Write as many user stories as possible and they are not prioritized
- Low-fidelity prototypes and other brainstorming techniques can be used.

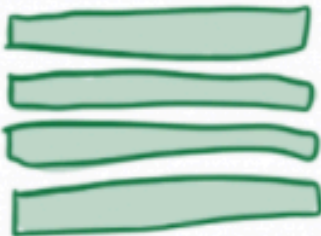


# The Product Backlog

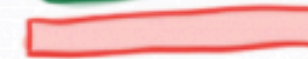
Epics Requested  
by Stakeholders



Broken Down  
Into Stories



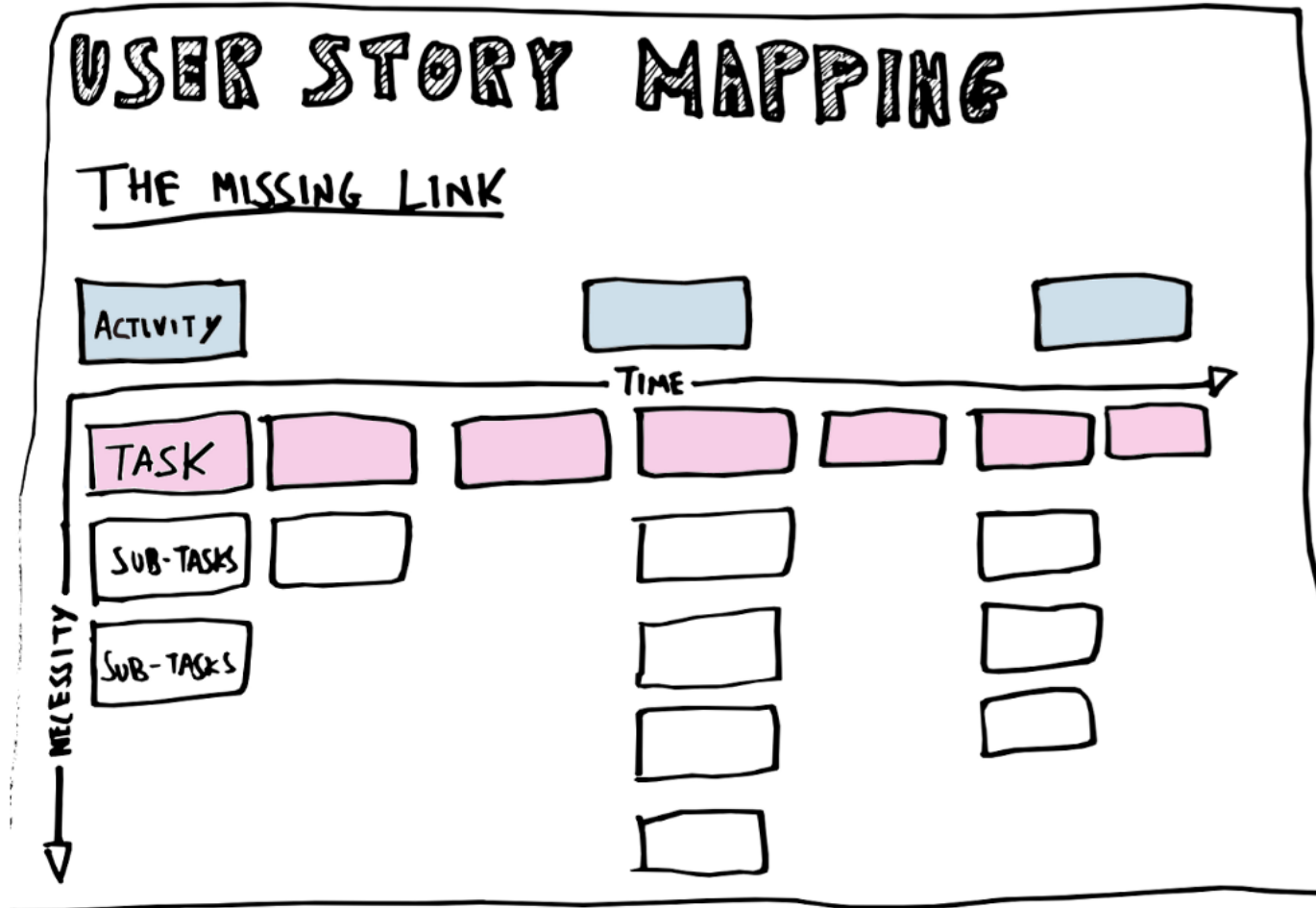
Stories Prioritized  
by PO



outside view  
of Backlog



# Story Mapping vs. Backlog

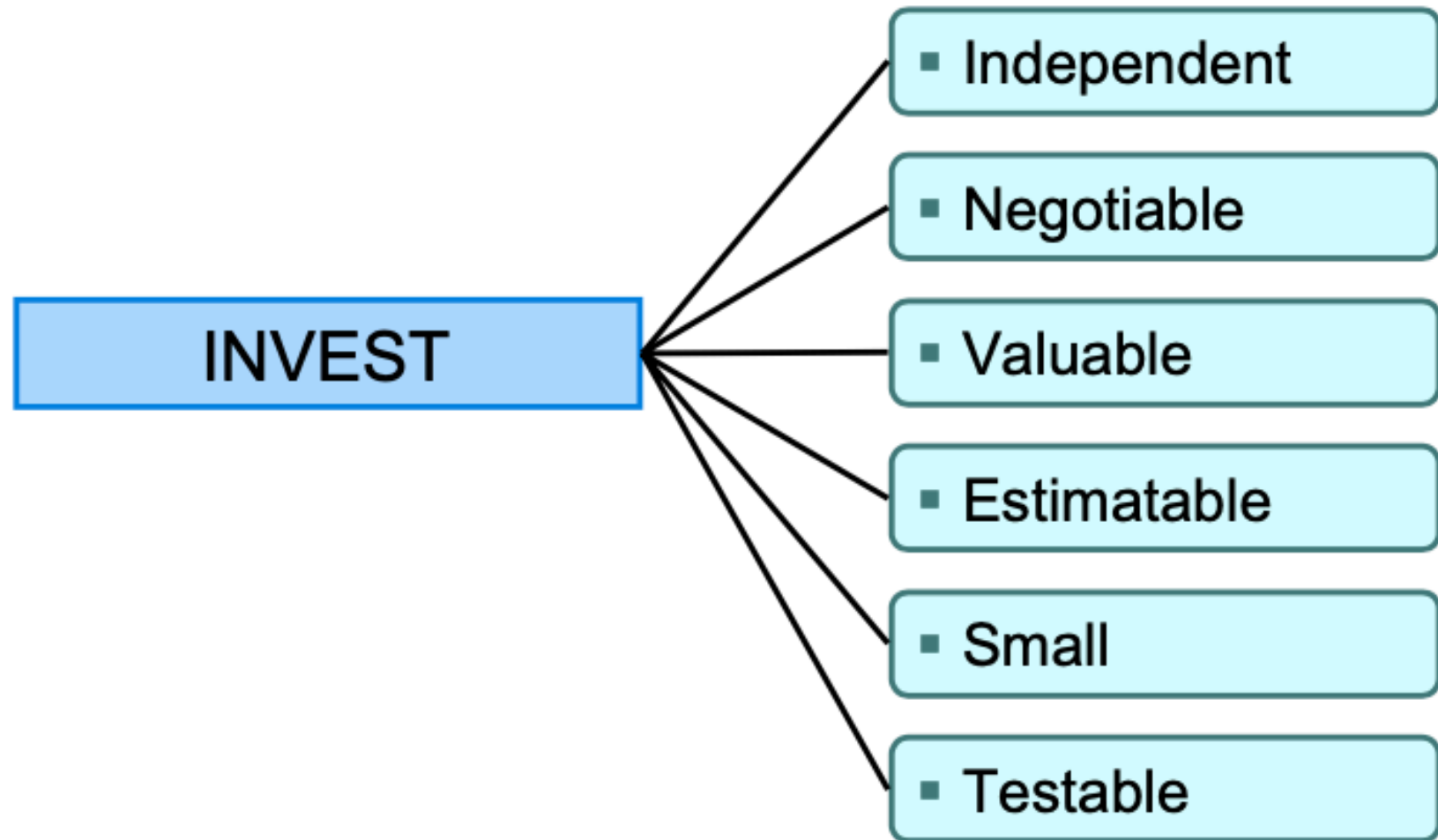


# User Story Mapping Example





# What makes a good user story?



Thanks to Bill Wake for the acronym. See [www.xp123.com](http://www.xp123.com).

# Assignment for Wednesday

Come up with user actions for Check Item Status and Return Item – no need to turn it in.