

CPSC 3720 Lesson 9

Connie Taylor Professor of Practice



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

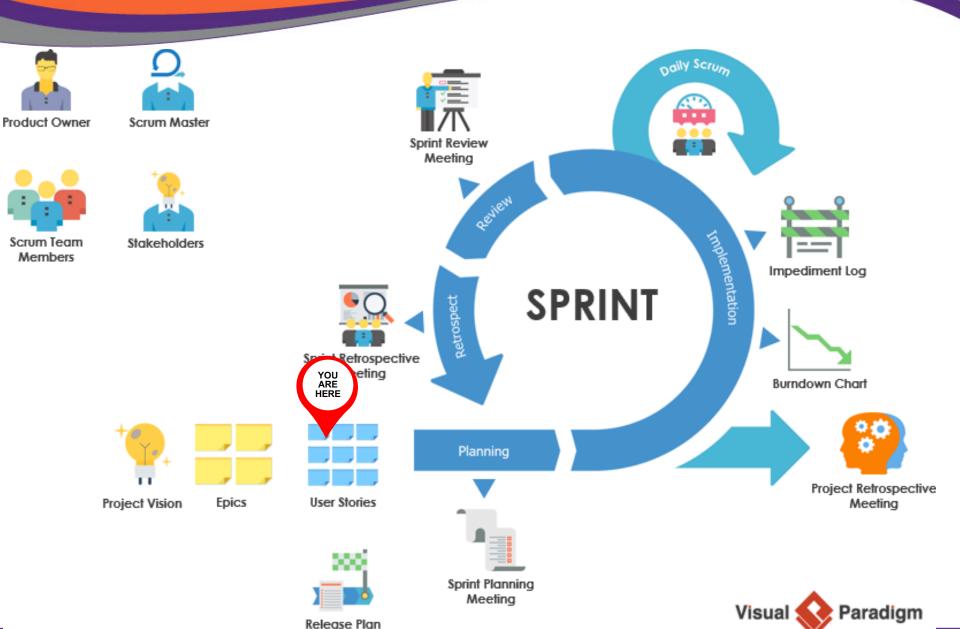
You cannot collaborate with your classmates about the contents of the quiz prior to, or during the quiz.

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:

CUSports Users

- 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

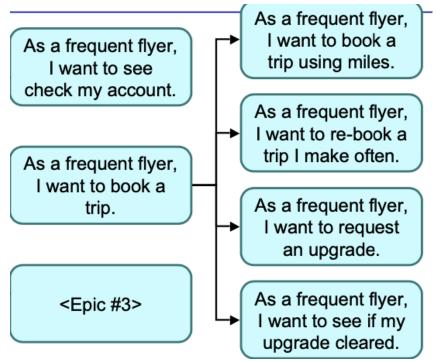
The Three C's of User Stories

Stories are traditionally written on note cards. Card Cards may be annotated with estimates, notes, etc. Details behind the story Conversation come out during conversation with customer Acceptance tests confirm Confirmation the story was coded correctly

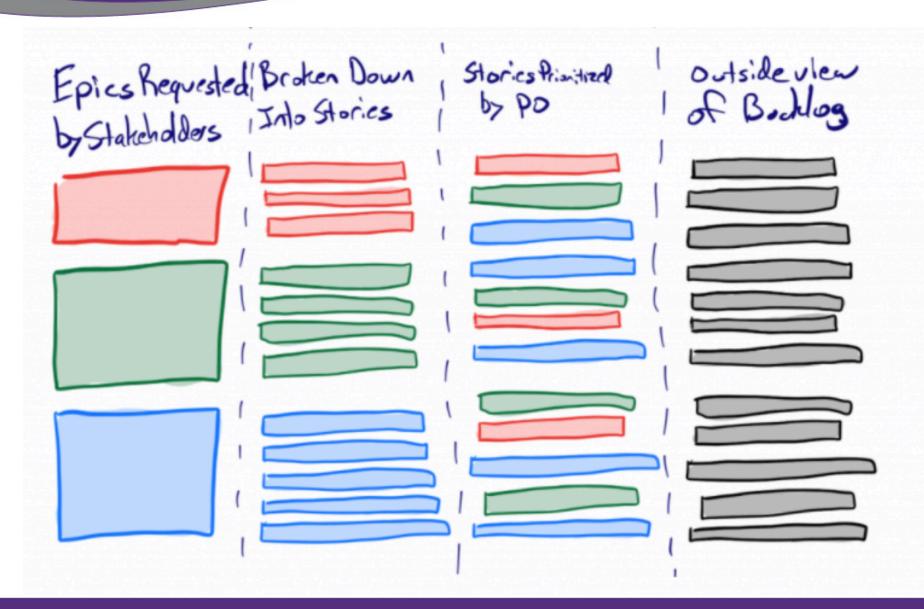
Story-writing workshops

- Includes the developers, users, customers, others
- Write as many user stories as possible and they are not prioritized

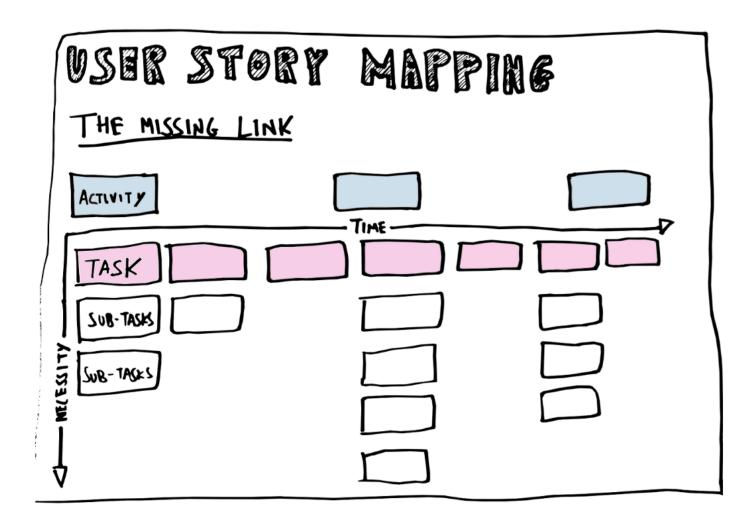
 Low-fidelity prototypes and other brainstorming techniques can be used.



The Product Backlog



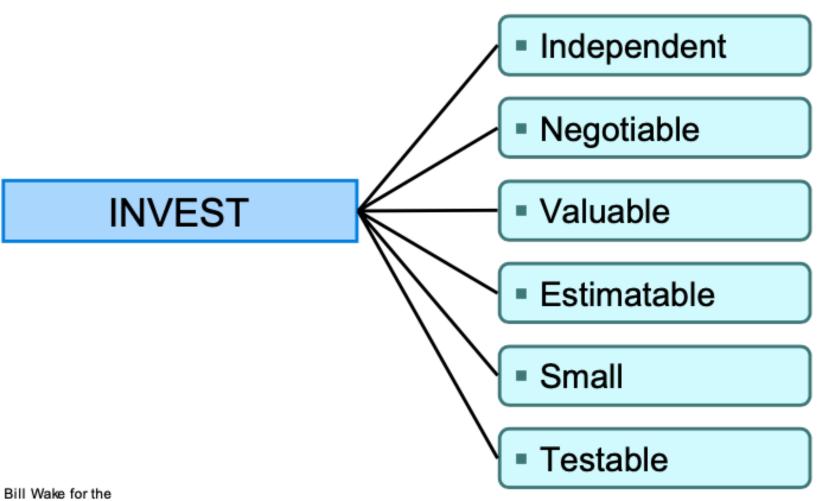
Story Mapping vs. Backlog



User Story Mapping Example

Organize Email		Manage Email			Manage Calendar				Manage Contacts		
Search Email	File Emails	Compose Email	Read Email	Delete Email	View Calendar	Create Appt	Update Appt	View Appt	Create Contact	Update Contact	Delete Contact
Searcl wp by Keyword	Move Emails	Create bone and send basic email	Open Done basic email	Delete email	View list of appts	Create basic appt	Update contents /location	View Appt	Create ^{Dore} basic contact	Upda: wrp contact info	
	Create bone sub folders	Send RTF e- mail	Open RTF e- mail		View Monthly formats	Create RTF appt		Accept/ Reject/T entative		Rele	ease 1
Limit Search to one field		Send HTML e- mail	Open HTML e- mail	Empty Deleted Items	View Daily Format	Create HTML appt	Propose new time		Add address data	Update Address Info	Delete Contact
Limit Search to 1+ fields		Set email priority	Open Attachm ents			Mandato ry/Optio nal	Example st http://winnip	ample story map created by Steve Rogalsky p://winnipegagilist.blogspot.com Release 2			
Search attachm ents		Get address from contacts			View Weekly Formats	Get address from contacts		View Attachm ents	Import Contacts		
Search sub folders		Send Attachm ents			Search Calendar	Add Attachm ents			Export Contacts	Rele	ease 3

What makes a good user story?



Thanks to Bill Wake for the acronym. See www.xp123.com.

Assignment for Wednesday

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