User stories:

A user story is an informal, general explanation of a software feature written from the perspective of the end user.

Its purpose is to articulate how a software feature will provide value to the customer.

User stories are from a user perspective. So when user stories are written, users are given more importance during the process. Some points outlined which are taken into consideration during writing user stories like

1. Requirements
2. Tasks and their subtasks
3. Actual user
4. Importance to user words/feedback

How to write good user story

3C’s:

Card: Written description of the story, used for planning and as a reminder

Conversation: Conversations about the story that serve to flesh out the details of the story

Confirmation: Tests that convey and document details that can be used to determine when a story is complete.

Template:

As a < type of user >, I want < some goal > so that < some reason >

Ex:

As a <shopper>, I want < I want to be able to track the status of my orders> so that <I know when to expect delivery.>

As a <student>, I want <to be able to enroll in courses online> so that <for knowledge>.

Acceptance Criteria:

The acceptance criteria is a set of accepted conditions or business rules for which the functionality or feature should satisfy and meet

Why acceptance criteria important?

Provide clear guidelines —

Acceptance criteria outline what is expected from a product or feature.

This clarity helps to align all stakeholders, including developers, testers, and the business team, on what needs to be achieved

Facilitate and understanding across teams —

By clearly defining the expected outcome of a feature or product, everyone knows what to aim for and what will be considered a success,

in turn minimizing the potential for misunderstandings

Form a basis for testing —

Testers can use acceptance criteria to determine whether a product or feature works as intended.

If the developed feature meets all the outlined conditions, it can be marked as complete

Help manage customer expectations and enhance satisfaction —

When customers are involved in defining acceptance criteria, they have a better understanding of what to expect from the final product,

leading to increased satisfaction when those expectations are met

**Example-1:**

As a <student>, I want <to be able to enroll in courses online> so that <for knowledge>.

Acceptance Criteria:

**Check-box**

1.Available courses with descriptions and enrolment buttons.

2.After enrolling a course it should add to list of enrolled courses.

3.An email notification about registered course and course hours.

4.After completing course, print certificate.

**Scenario based:**

Given(pre-condition): User when logged in website

When(some action is carried out): Search with available course, duration, reviews.

Then(observable outcome & results): Enrolling the required course.

INVESTing in user stories:

INVEST is an acronym to help teams write high-quality, specific user stories that are independent, negotiable, valuable, estimatable, small, and testable.

Independent – Stories should be independent and should depend on other so that each can be developed

Negotiable – Stories should be discussed and negotiable

Valuable – story should add value to the customer

Estimatable – story must be estimatable and it can be divided

Small – story should be small rather than long to handle them easily.

Testable – Acceptance criteria to check whether the needs are fulfilled.

Example-1:

As a <student>, I want <to be able to enroll in courses online> so that <for knowledge>.

To check INVEST for the above example.

1. Independent – It focus on a single action(enrolling a course)
2. Negotiable – The specific features of the course can be discussed.
3. Valuable – Values the student by enabling them to enrol in online course to gain knowledge.
4. Estimatable – The complexity and scope for building course can be estimated here based on the user story description.
5. Small – Enrolment feature can be divide into small tasks like user registration, course selection, payment.
6. Testable – After enrolling a course receiving a email notification can be tested.

Epic:

epic is a body of work that can be broken down into specific tasks (called user stories) based on the needs/requests of customers or end-users.

SCRUM:

**Scrum** is the type of agile framework. It is a framework within which people can address complex adaptive problem while productivity and creativity of delivering product is at highest possible values. Scrum uses **Iterative process**.