

## CS 518 Exercise 1.2: User Stories

1. Split into teams of 3 or 4 students
2. Take 3 minutes to choose a system to create user stories for. Examples:
  - Facebook
  - Mail program
  - Online game
  - A shop that sells custom-designed t-shirts
  - Uber/Lyft
  - Photo sharing app
3. Take a few minutes to brainstorm user roles (at least 2), perhaps develop short personas
4. Take about 10 minutes to brainstorm and develop 10 user stories using the who/what/why format we discussed—make sure you have stories for at least two user roles. Be sure to include testing/acceptance criteria (how do we know it's "done"?). Keep INVEST in mind:
  - [Independent](#) – User Stories should be as independent as possible.
  - [Negotiable](#) – They are not detailed specifications. They are reminders of features for the team to discuss and collaborate to clarify the details near the time of development.
  - [Valuable](#) – User Stories should be valuable to the user of (or stakeholder in) the solution. They should describe features, not tasks.
  - [Estimatable](#) – User Stories need to be possible to estimate. They need to provide enough information to estimate, without being too detailed.
  - [Small](#) – User Stories should be small enough to plan with.
  - [Testable](#) – User Stories need to be worded in a way that is testable, i.e. not too subjective and to provide clear details of how the User Story will be tested.
5. Swap your stories with a neighboring group (preferably one that worked on a different application). Score the team's user stories as follows (half-points are ok):
  - 1 point per basic who/what/why element (max 3)
  - 1 point if test/acceptance criterion is well-thought-out (doesn't have to be perfect)
  - 1 point per other INVEST criterion (max 6)Total up the points for each and for the whole set of ten (maximum score 100).
6. Time permitting, we'll see which team did best and share best/worst user stories.