AGILE PROJECT MANAGEMENT

AGILE USER STORIES

User stories are the last level of break down of tasks in Agile project management
They are the development tasks which the developers will refer to do their work
User stories are also the building blocks of larger agile frameworks like epics and initiatives
They are expressed by:

Requester + Need + Purpose

Agile is based on collaboration and interaction of stakeholders
Thus people are in the centre of the organization and concept
User stories are a human, non technical way, to express a requirement which is comprehensible for the developers and detailed enough to understand how to implement the solution
They are not features but goals, used to organize the daily work of the development team

The purpose of a user story is to define and detail how an amount of work will deliver value back to the customer

In an Agile project a customer does not need to be an external organization or unit

It can be an internal area or organization or unit

User stories are a few sentences in simple language that outline the desired outcome

They don't go into detail

Requirements are added later, once agreed upon by the team

In **scrum**, user stories are added to sprints and "burned down" over the duration of the sprint
Kanban teams pull user stories into their backlog and run them through their workflow

user stories help scrum teams doing fine estimation and sprint planning, generating greater agility

BENEFITS OF USER STORIES

Stories keep the focus on the user

A To Do list keeps the team focused on tasks that need checked off, but a collection of stories keeps the team focused on solving problems for real users.

BENEFITS OF USER STORIES

Stories keep the focus on the user
Stories enable collaboration

With the end goal defined, the team can work together to decide how best to serve the user and meet that goal

BENEFITS OF USER STORIES

Stories keep the focus on the user
Stories enable collaboration
Stories drive creative solutions

Stories encourage the team to think critically and creatively about how to best solve for an end goal

BENEFITS OF USER STORIES

Stories keep the focus on the user
Stories enable collaboration
Stories drive creative solutions
Stories create momentum

With each passing story the development team enjoys a small challenges and a small win, driving momentum.

USER STORIES AND WORKFLOW

Generally a story is written by the product owner, product manager, or program manager and submitted for review Once approved they are integrated it into the project workflow

USER STORIES AND WORKFLOW

During a sprint or iteration planning meeting, the team decides what stories to consider for that sprint
After that the team discuss the requirements and functionalities that each user story requires
Technical and creative aspects are added to the story
These become requirements

USER STORIES AND WORKFLOW

During the sprint planning stories are assigned scores based on their complexity or time to completion
A story should be sized to complete in one sprint
If this is not possible the team will make sure to break up stories that will go over that completion horizon

USER STORIES STRUCTURES

User stories should be written considering the following main parts:

Definition of "Done"

The criteria to consider a story as "done" is when the user can complete the outlined task
It is important to make sure to define what that is

USER STORIES STRUCTURES

User stories should be written considering the following main parts:

Definition of "Done"

Outline subtasks or tasks

Decide which specific steps need to be completed and who is responsible for each of them

USER STORIES STRUCTURES

User stories should be written considering the following main parts:

Definition of "Done"

Outline subtasks or tasks

User personas

For Whom? If there are multiple end users, consider making multiple stories

USER STORIES STRUCTURES

User stories should be written considering the following main parts:

Definition of "Done"

Outline subtasks or tasks

User personas

Ordered Steps

Write a story for each step in a larger process

USER STORIES STRUCTURES

User stories should be written considering the following main parts:

Definition of "Done"

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User personas

Ordered Steps

Listen to feedback

Talk to your users and capture the problem or need in their words
No need to guess at stories when you can source them from your customers

USER STORIES STRUCTURES

User stories should be written considering the following main parts:

Definition of "Done"

Outline subtasks or tasks

User personas

Ordered Steps

Listen to feedback

Time

Many development teams avoid discussions of time altogether, relying instead on their estimation frameworks
Stories should be completed in one sprint
Stories which seem to take longer should be broken up into smaller stories and maybe become their own epic

User stories are often expressed in a simple sentence, structured as follows:

As a [role], I [want to], [so that]