Diagram

Description automatically generated

**What is a user story?**

* A mechanism for capturing user requirements - while allow allowing just in time detail to be added
* Is supposed to have just enough detail

Stories are stored in the Product backlog

* Stories to be done in this sprint are called "sprint backlog"
  + its call part of the sprint product backlog
  + Usually just marked with tag to indicate its in the current sprint
* Stories near the "top" (most ready to be used in the next sprint or two) have more details

User stories on typically considered to come in three parts

* **Card** - the card itself (physical or in software tool)
* **Conversation** (e.g. the story doesn't have exhaustive detail it will likely require conversation to get to the right level of details)
* **Confirmation -** acceptance criteria (so when the deliver knows when its done)

User Story Format

* As a (who wants to accomplish something)
* I want to (what they want to accomplish)
* So that (why they want to accomplish that thing)

Example

* As a bank customer
* I want to see my account balance
* So that I know how much I have to spend on bills

INVEST criterion for stories - [What does INVEST Stand For? | Agile Alliance (agilealliance.org)](https://www.agilealliance.org/glossary/invest/#q=~(infinite~false~filters~(postType~(~'page~'post~'aa_book~'aa_event_session~'aa_experience_report~'aa_glossary~'aa_research_paper~'aa_video)~tags~(~'invest))~searchTerm~'~sort~false~sortDirection~'asc~page~1))

A good user story should be:

* “I” ndependent (of all others)
* “N” egotiable (not a specific contract for features)
* “V” aluable (or [vertical](http://guide.agilealliance.org/guide/incremental.html))
* “E” stimable (to a good approximation)
* “S” mall (so as to fit within an iteration)
* “T” estable (in principle, even if there isn’t a test for it yet)

Cards go into Kanban board for visibility

Graphical user interface, text, website

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