



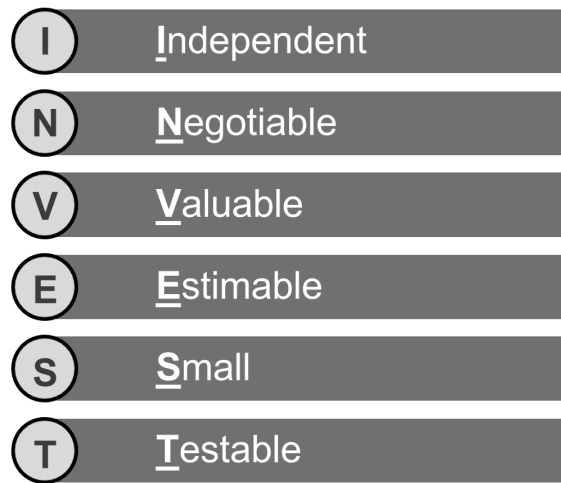
Appendix A

Writing and Splitting Stories



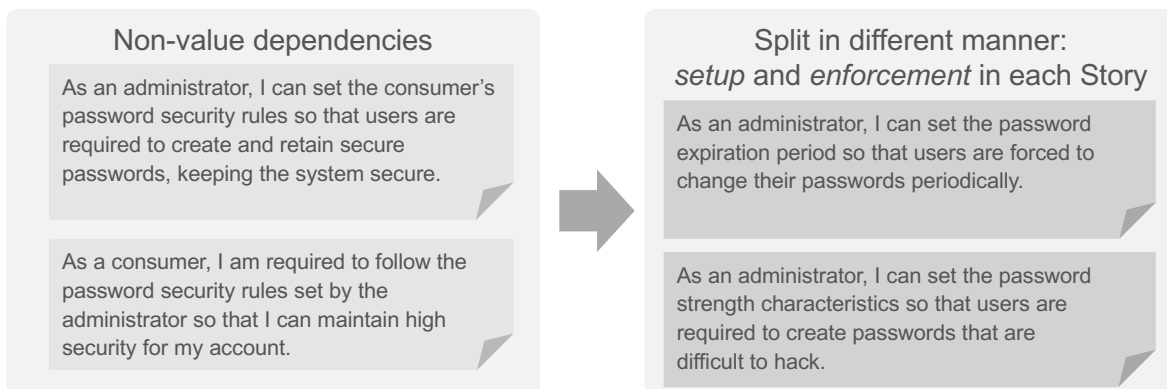
A.1 INVEST in a Good Story

INVEST in a good Story



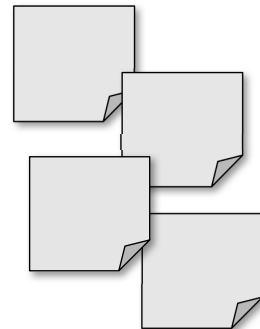
Stories are Independent

- ▶ Write closed Stories
- ▶ Slice through the architecture (vertical)
- ▶ Write only the delta (the change)
- ▶ Remove non-value dependencies (both technical and functional)



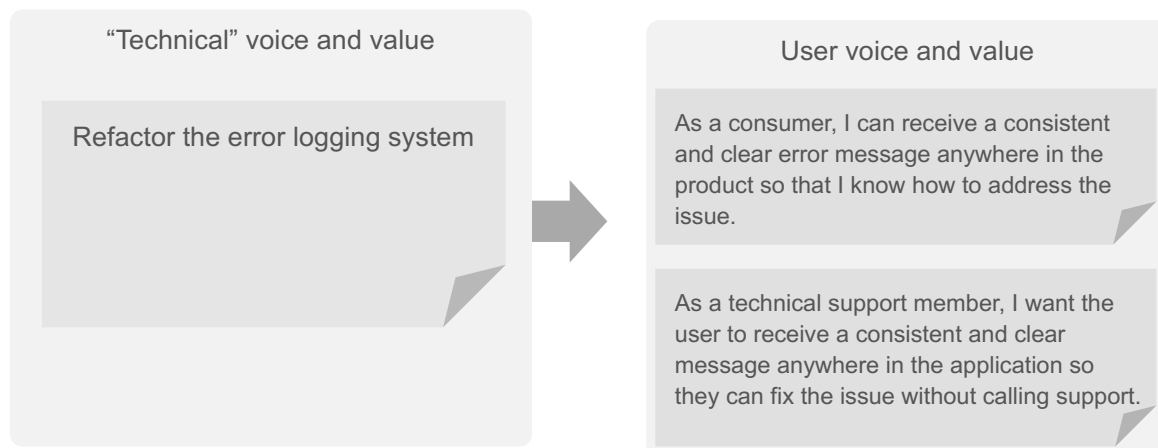
Stories are Negotiable

- ▶ User stories are statements of *intent*, not contracts or detailed requirements
- ▶ Too much detail gives impression of false precision or completeness
- ▶ Flexibility drives release schedule and goals



Stories are Valued by users

- ▶ Write Stories in the voice of the Customer
- ▶ Write for one user



Stories are Estimable

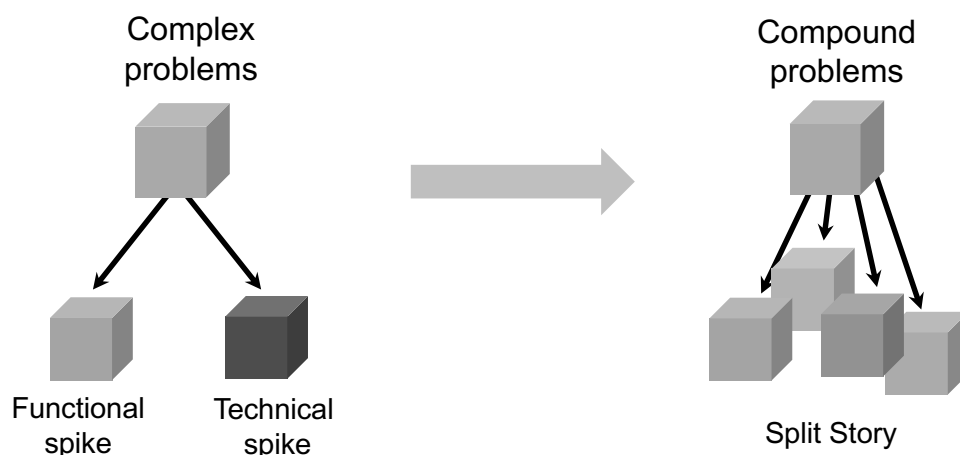
User stories are for planning and tracking

- ▶ To measure release progress, each Story needs an estimate of size

Estimating may be difficult because ...

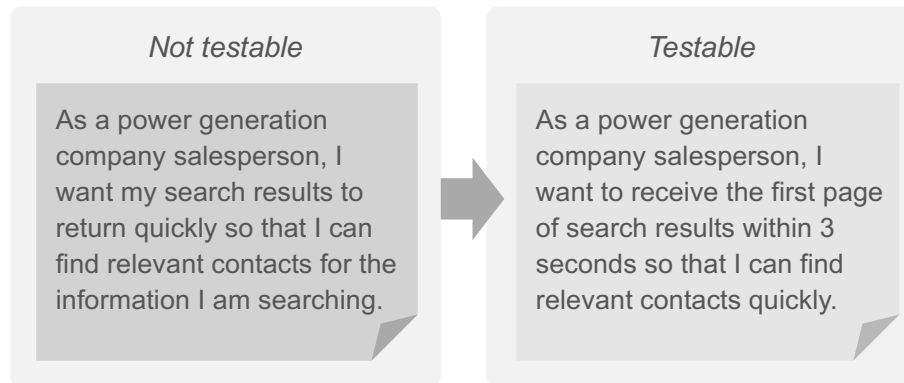
- ▶ Developers lack the domain knowledge to know what is to be done
- ▶ Developers lack the technical knowledge to know how to do something
- ▶ The Story is too big or too vague

Stories are Small enough to fit in iterations



Stories are Testable

- ▶ Write Stories that are testable
- ▶ Include acceptance criteria for each Story



A.2 Splitting Features and Stories

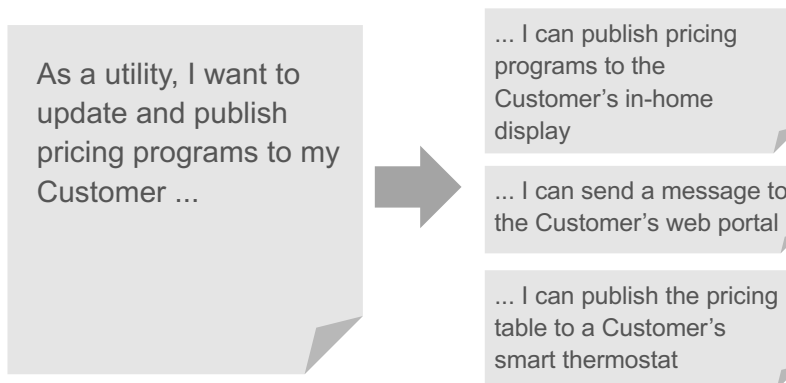
Splitting Features and Stories

Techniques for splitting Features and Stories to fit within their boundaries (PI and Iteration respectively)

- | | |
|-----------------------------|---------------------------|
| 1. Work flow steps | 6. Data methods |
| 2. Business rule variations | 7. Defer system qualities |
| 3. Major effort | 8. Operations |
| 4. Simple/complex | 9. Use-case scenarios |
| 5. Variations in data | 10. Break out a spike |

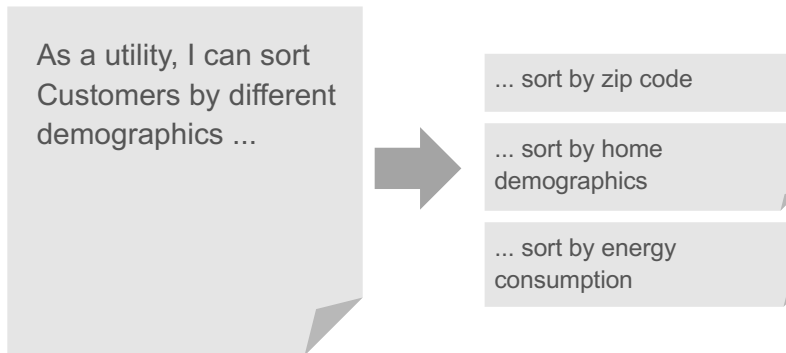
1. Split by work flow steps

Identify specific steps that a user takes to accomplish a work flow, then implement the work flow in increments.



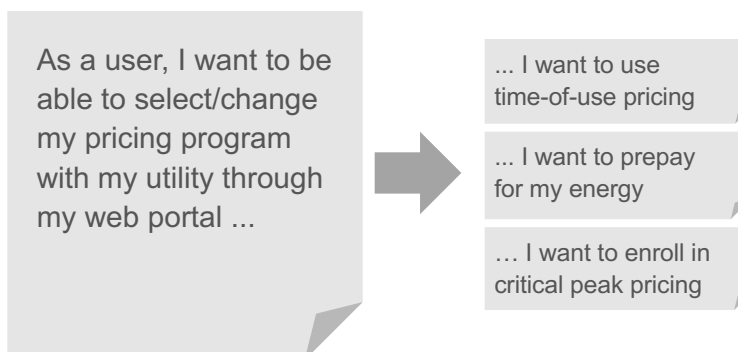
2. Split by business rule variations

Business rule variations often provide a straightforward splitting scheme.



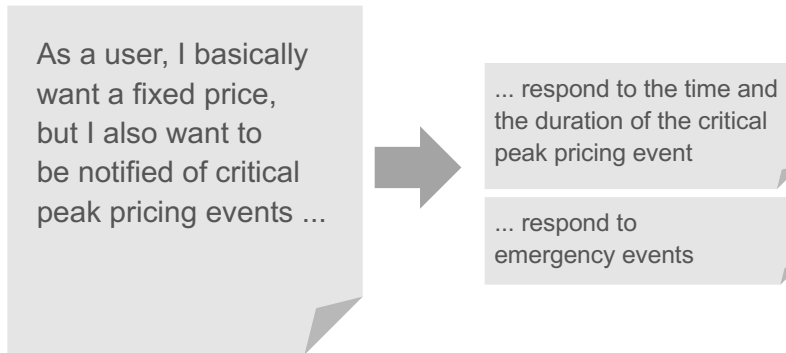
3. Split by major effort

Split into several parts, with the first requiring the most effort. More functionality can be added later on.



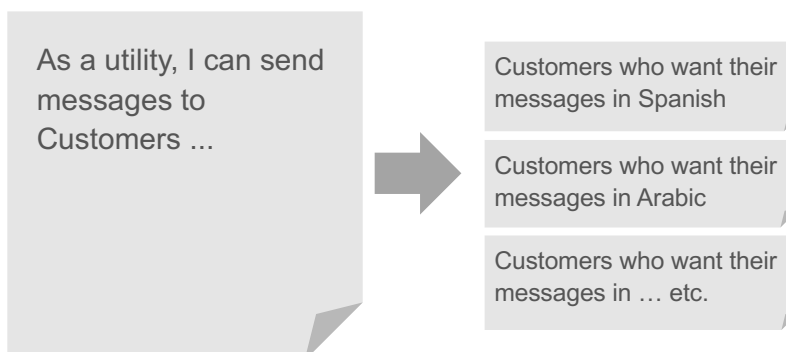
4. Split by simple/complex

Simplify! What's the simplest version that can possibly work?



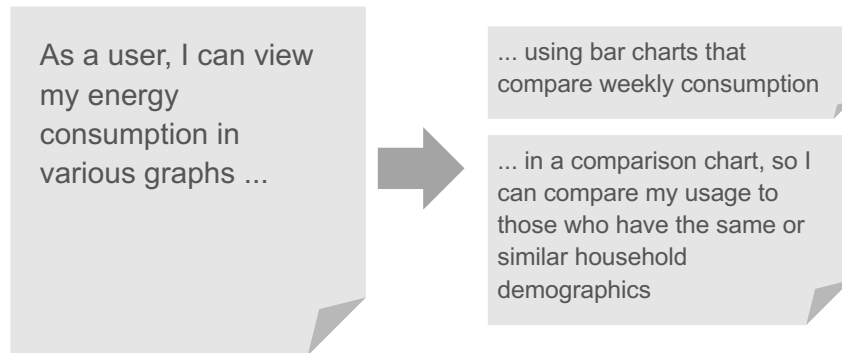
5. Split by variations in data

Variations in data provide additional opportunities, such as those shown in this localization example.



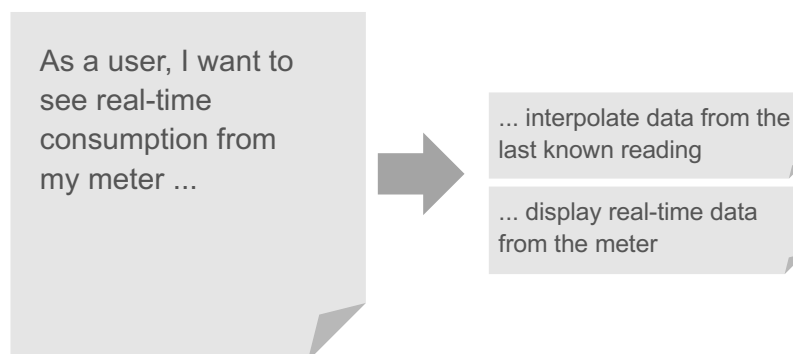
6. Split by data methods

Complexity can be in the interface rather than the functionality itself. Split these Stories to build the simplest interface first.



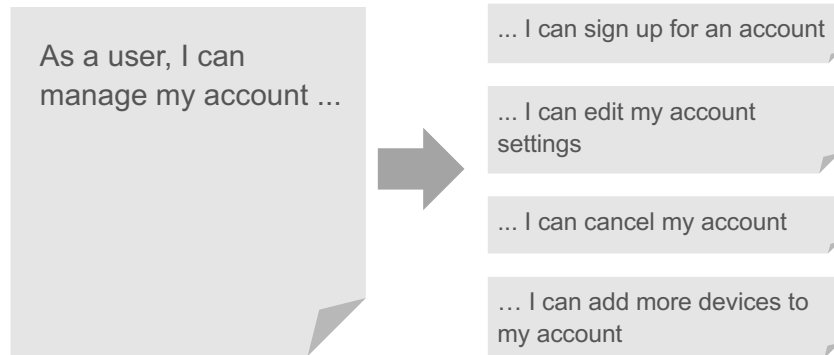
7. Split by deferring system qualities

Sometimes functionality isn't that difficult. More effort may be required to make it faster ... or more precise ... or more scalable.



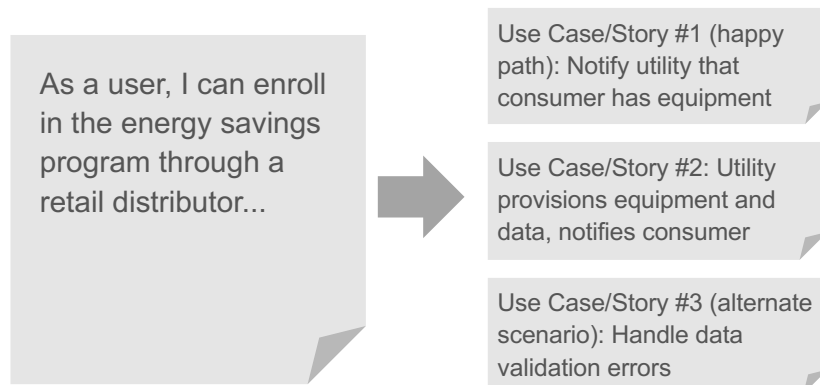
8. Split by operations

Split by type of operation: Create Read Update Delete (CRUD)



9. Split by use case scenarios

If use cases are used to represent complex interaction, the Story can be split via the individual scenarios.



10. Break out a spike

- ▶ A Story or Feature may not be understood well enough to estimate. Build a technical or functional spike to figure it out, then split the Story based on that result.
- ▶ Sometimes the team needs to develop a design, or prototype an idea
- ▶ Spikes are demonstrable, like any other Story

