

Story Slicing and Collaborative Analysis

Part 1: Given-When-Then

Given-When-Then Structure

Feature: Someone can do something

Scenario 1: Someone can do some aspect successfully

Given	I am Persona Pat
AND	I have something
When	I perform an action
Then	A result happens
AND	What I have changes in some way.

Scenario 2: ...

Approach

- Identify your feature
- Write some scenarios
- Write GWTs collaboratively
- Assume one GWT maps to one actionable story
 - Should you coalesce GWTs?
 - Are any GWTs too large?

Key Questions

For the Product Owner

- Does this accurately represent what is needed?
- Does this completely represent what is needed?
- Does the language communicate the user/business/stakeholder perspective?

For the Developer

- Does this seem implementable?
- Do the Given clauses portray a sufficient initial context?
- Do the Then clauses communicate reasonable and complete consequences?
- Do these statements seem of a reasonable size to implement?

For the Tester

- Are the consequences sufficiently verifiable?
- If the GWTs were implemented as automated tests, would you feel a need for more than a cursory look over?

For Ops

- What is necessary to deploy?
- What is necessary to monitor?
- What “-ilities” need to be considered?