Deep Agile:
November 23 - 24, 2013

Creating a Culture of Quality
Breaking down the silos
Cambridge, MA

Story Slicing and Collaborative Analysis

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Session 1 Agenda

Why We Slice Stories
Given-When-Then Analysis
Group Example
Your Turn to Apply It
Debrief
Benefits of Collaborative Slicing

Earlier Realization of Value

3 Month Project, Deliver All Together

Monthly Revenue				
$300K				
$200K				
$100K				
Month	1	2	3	4

Net Revenue: $300K

Earlier Realization of Value

3 Month Project, Deliver 1 Month Iterations

Monthly Revenue				
$300K				
$200K				
$100K				
Month	1	2	3	4

Net Revenue: $600K

Earlier Understanding of Done

Helps avoid "requirements churn"
5%-20% of features frequently or always used[1]
45%-75% of features rarely or never used

How much would you save if you didn't write the least valuable half of your software?

[1]Moreira, Mario, *Being Agile*, p. 26 quoting Standish and DoD studies

Lower Risk

If a small story turns out twice as big as you thought, not so bad.

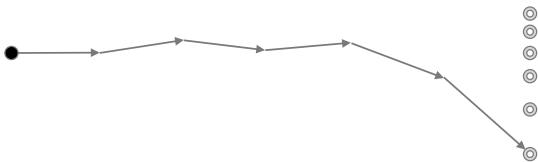Integration is incurred incrementally.

Rapid Feedback

If we develop it all at once, ...

Ooops!

Rapid Feedback

Show tiny increments to stakeholders, get
quick feedback all along the way

Steadier Velocity

Working in small, similarly-sized stories helps
team get a predictable cadence

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Personas

Shorthand for a participant
Encapsulates a collection of characteristics

"Creditless Cal is a struggling college student
who has not yet obtained a credit card."

Given-When-Then Structure

Feature: Users can do an action
 Scenario: User does an action happy path
    Given I am Persona Pat
        AND I have something
    When I perform an action
    Then A result happens
        AND What I have changes.

Features and Scenarios

Plain, consistent language

Feature is the overall intent

Often called a chunky story or epic

Scenario is a variation

A representative path through the feature

Given-When-Then Clauses

Given defines the context and preconditions of the scenario.

When indicates the action that will be taken.

Then describes the effects of the action.

GWT Analysis

Identify your feature

Write some scenarios

Write GWTs collaboratively

Assume one GWT => one actionable story

Should you coalesce GWTs?

Are any GWTs too large?

Key Questions for the PO

Does this accurately represent what is
needed?

Does this completely represent what is
needed?

Does the language communicate the user/
business/stakeholder perspective?

Key Questions for the Dev

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?

Key Questions 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?

Key Questions for Ops

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

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Agile 2014

As an aspiring new attendee,
I want to learn about Agile 2014
So that I can decide whether to attend.

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Benefits of Collaborative Slicing

Bring together all perspectives on what
 constitutes done.

Better understanding of the reality of the work.

Team agreement on what is being produced.