

User Stories

User Story Notes

SWEBOK Ch. 1 section 3.2

- Elicitation techniques:
 - Interviewing stakeholders
 - Scenarios - provide context to the elicitation of user requirements
 - Prototypes - used to clarify ambiguous requirements
 - Facilitated meetings - a group of people can bring more insight into their software requirements than working individually
 - Observation - learn about user tasks by immersing yourself in the environment and observing how users perform their tasks
 - User stories - refers to short, high level descriptions of required functionality expressed in customer terms. Form "As a <role>, I want <goal/desire> so that <benefit>

SWEBOK Ch. 15 section 5.3

- Prototype - initial version of the system while it is still being designed
 - Helps designers determine the feasibility of the design
 - Physical systems - prototype may be the first fully functional version of a system or a model of the system
 - Software engineering prototypes - abstract model of part of the software
 - Good for studying the behavior of a system from a given perspective

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- Defining stakeholder needs:
 - ConOps - describes an organizations assumptions or intent in regards to a particular operation.
 - Identify the stakeholder needs through elicitation
 - Prioritize needs using the decision management process
 - Define stakeholder needs and rationale - goals, mission profile, operational scenarios, operational environment, operational deployment, performance, effectiveness, life cycle, organizational environment, user and operator characteristics

5 essential agile techniques to improve your requirements documentation

- User stories - represent customer requirements in a simple written way rather than in a large document
 - Drives conversations within Agile teams for planning and estimation
 - Should add value for the customer, partner, consumer, or stakeholder
- Product backlog - made up of several user stories which the whole Agile team is responsible for
- Agile techniques to improve requirements documentation:
 - If user story doesn't have enough detail, attach use cases, traditional requirements, or decision tables
 - Write end to end user stories that include smaller feature sets instead of writing user stories that are split across technical boundaries
 - Use stories should be independent, negotiable, valuable, estimable, small, and testable
 - Conduct user story grooming workshops daily or weekly
 - Build prototypes to bring ideas to reality and encourage discussion.

User Story Agile Modeling

- User story - high-level definition of a requirement, containing just enough information so that developers can produce a reasonable estimate of effort
- Writing user stories:
 - Project stakeholders write the user stories
 - Often written on index cards
 - Stories can be used to describe a variety of requirement types
 - Indicate the estimated size for each user story
 - Stakeholders indicate the priority of each user story
 - Include a unique identifier for each user story
- Developers are responsible for estimating the effort required for each user story
- User stories throughout the agile life cycle
 - Inception - create a stack of user stories
 - Construction - identify new user stories, split up existing user stories if they're too large to be implemented in a single iteration, reprioritize existing stories, and remove stories no longer in scope

- Transition - sometimes but not very often new user stories are identified
- Epics - large user stories that are too big to implement in a single iteration and need to be broken into smaller user stories. Typically lower priority user stories.
- Theme - collection of related user stories

User Stories Atlassian























- User story - informal, general explanation of a software feature written from the perspective of the end user. Used to articulate how a software feature will provide value to the customer
 - User stories are a core component of an agile program that provide a user-focused framework for daily work.
 - User stories are an end goal expressed from the users perspective
 - Used to articulate how a piece of work will deliver value back to the customer
 - In scrum user stories are added to sprints
 - Kanban teams pull user stories into their backlog and run them through their workflow
 - Stories keep the focus on the user, enable collaboration, drive creative solutions, and create momentum
- Writing a user story
 - Story is "done" when user can complete outlined task
 - Decide which steps need to be completed and who is responsible for them
 - Create user personas
 - Order steps - write a story for each step
 - Listen to feedback from users
- Template for user story: "As a [persona], I [want to], [so that]."
- As a [persona] - who are we building this for
- "Wants to" - describing their intent
- "So that" - how does their desire to do something fit into their bigger picture















Issues Tutorial Atlassian

- Teams use issues in Jira to track individual pieces of work that must be completed
- Sub-tasks - issues can have sub-tasks to split an issue into smaller chunks, allow various aspects of an issue to be assigned to different people, or to create a to-do for an issue
- Estimating issues - use estimates to work out how long it will take to deliver portions of the backlog
- Story points - measure the complexity of one issue relative to others
- Ranking issues in priority order - allows the team to see which issues they'll be working on next
- Flagging an issue - if you're working on a task and realize you can't finish it you can flag it so that another team member can help

User Stories

An informal and general explanation of a software feature written from the perspective of the end user. They are used to articulate how a software feature will provide value to the customer. General format of a user stories is "As a <role>, I want <goal/desire> so that <benefit>."

Key	Summary	Description	T	P
AA-27	As a scheduling agent, I want to be able to add data to a blank trip so it can be assigned to someone			
AA-26	As a flight attendant, I want to be able to post my trip so that another flight attendant can pick it up			
AA-25	As a pilot, I want to be able to post my trip so that another pilot can pick it up			
AA-24	As a flight attendant, I want to be able to pick up a trip from another flight attendant so that I can work more hours			
AA-23	As a pilot, I want to be able to pick up a trip from another pilot so that I can work more hours			
AA-22	As a flight attendant, I want to trade a trip with another flight attendant so that I can have flexibility in my schedule			
AA-21	As a flight attendant, I want to request to have a trip added to my schedule so that I can pick which trip I want			
AA-20	As a flight attendant, I want to request vacation time so that I will have set dates off of work			
AA-19	As a pilot, I want to request vacation time so that I will have set dates off of work			
AA-18	As a scheduling agent, I want to be able to log in to the scheduling software so that I can add, remove, or edit a trip			
AA-17	As a pilot, I want to be able to trade a trip with another pilot so that I can have flexibility in my schedule			

AA-16	As a flight attendant, I want to log in to the schedule portal so that I can see my schedule		
AA-15	As a pilot, I want to log in to the schedule portal so that I can see my schedule		
AA-14	As a scheduling agent, I want to create a new trip so that it can be assigned to an employee		
AA-13	As a scheduling agent, I want to be able to assign a trip to an employee so that I can create their schedule		
AA-12	As a scheduling agent, I want to remove a trip from an employee so that I can edit their schedule		
AA-11	As a pilot, I want to request to have a trip added to my schedule so that I can pick which trip I want.		
AA-2	Document business rules		

18 issues