User Stories

Outline

1. What is a User Story

2. Who Writes the User Story

3. What Makes a Good User Story

What is a User Story

A User Story is a short, simple description of a feature told from the viewpoint of a person who desires the new capability, usually a customer or user.

It typically follows the form:

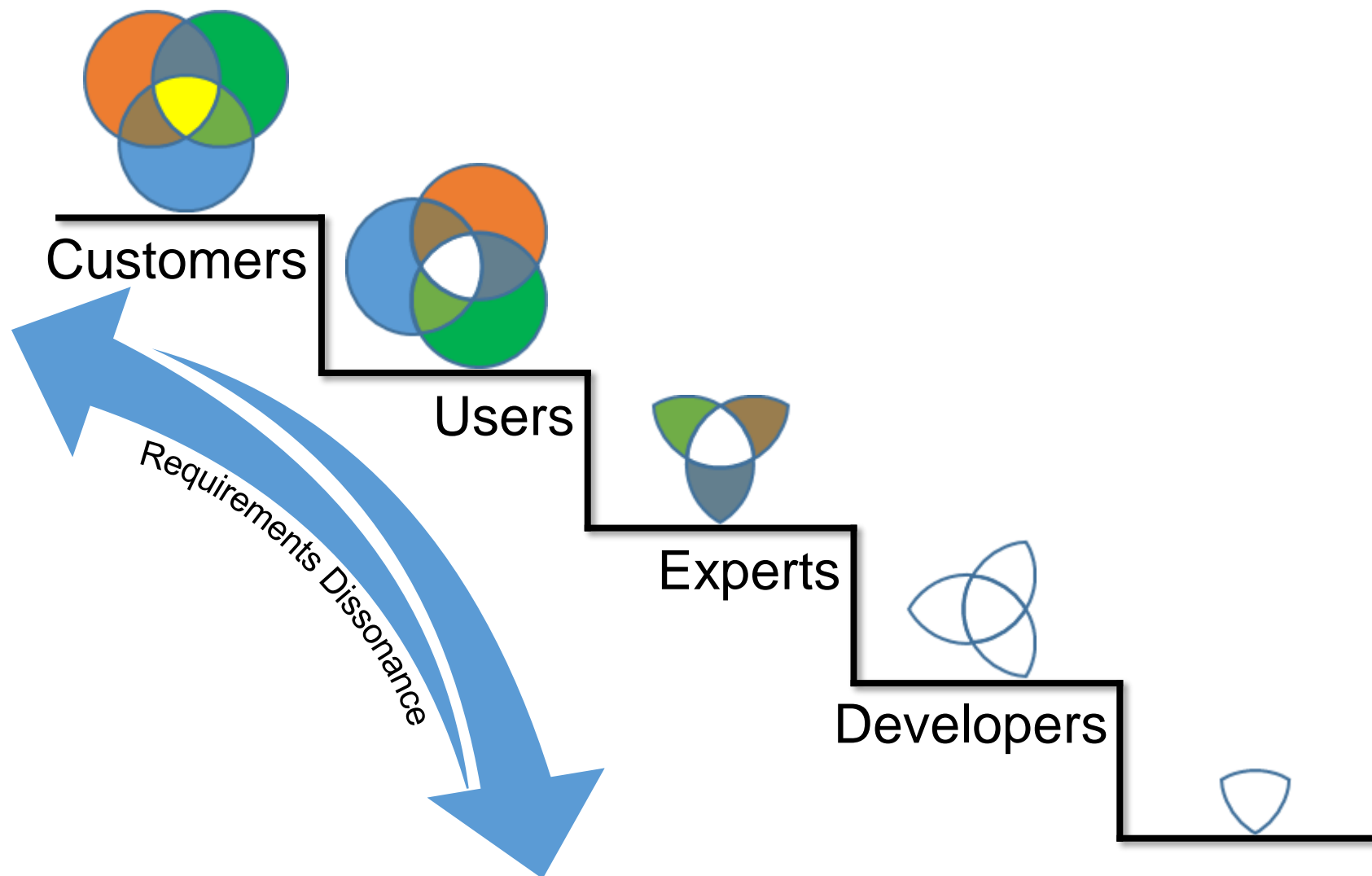As a <user role>, I want <some goal> for <some reason>

User Story 'Card': Template

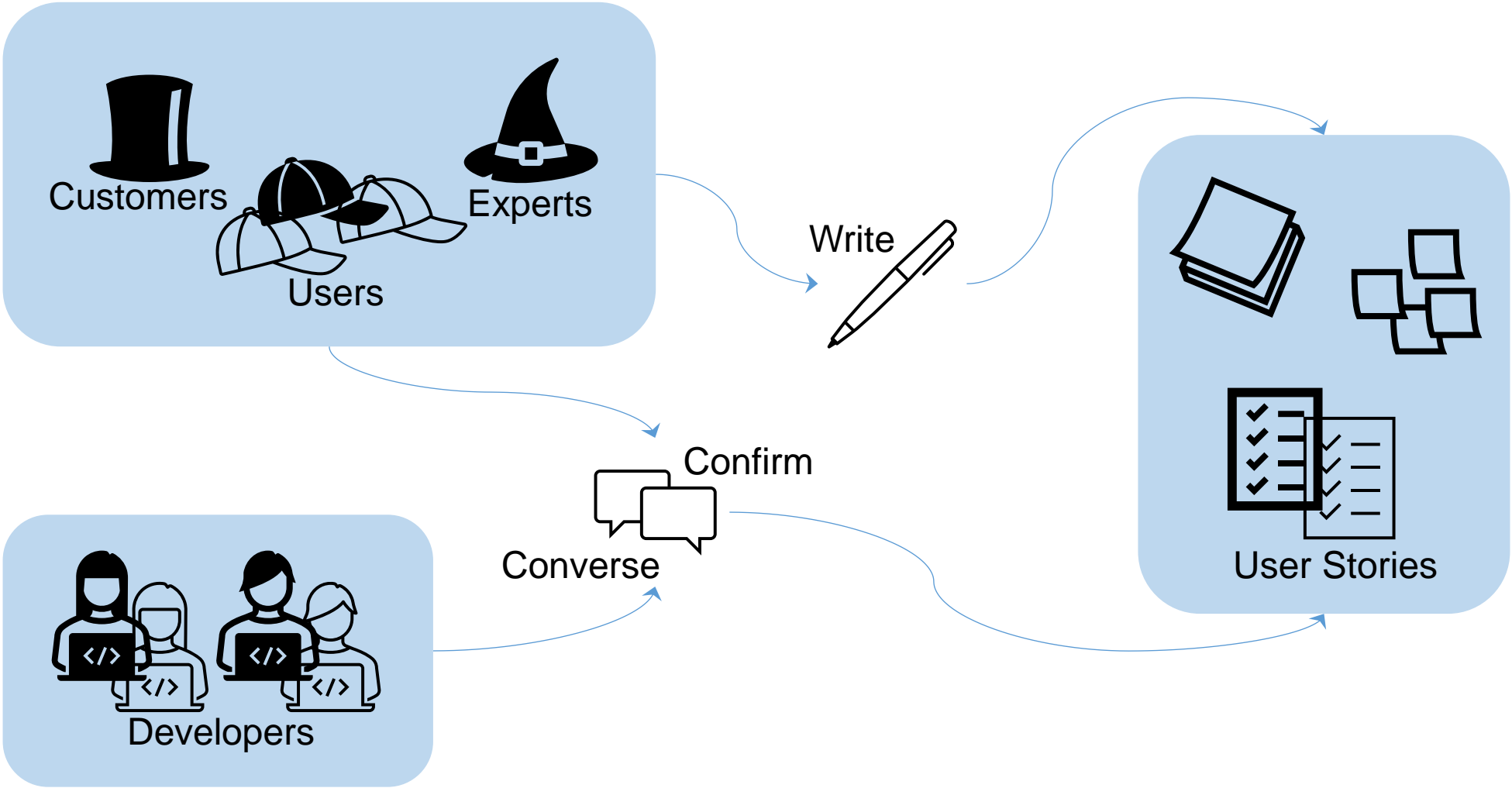| Title (unique title for each story)	Priority (1 = highest, 3 = lowest)	Estimate (how many person-hours will it take to implement this story in your prototype)
User Story (in the form specified in the previous slide)		
Acceptance Criteria (as many as necessary) • … • … • …		

Details As 'Sub-Stories' and Tests

Title View My Bills	Priority	Estimate
User Story As a patient, I want to see all my bills sorted on date and institution, so I can check I paid correctly		
Acceptance Criteria • I see only my bills • I see all my bills • I see bills chronologically • *I see bills from selected institutions*		

Title View My Unpaid Bills	Priority	Estimate
User Story As a patient, I want to see all my unpaid bills, so I can check what I have outstanding		
Acceptance Criteria		

Title Alert on Unpaid Bills	Priority	Estimate
User Story As a patient, I want to be alerted to all my unpaid bills, so I can pay punctually		
Acceptance Criteria		

Voices of Requirements

Customers

Users

Experts
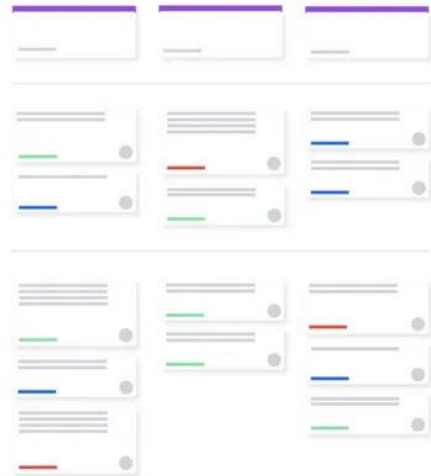
Developers

Requirements Dissonance

Who Does What

Story Mapping

Losing The Big Picture

Seeing the Big Picture

'Story mapping is a technique that provides the big picture that a pile of stories so often misses'

–Martin Fowler

What Does Good Look Like

Independent

Negotiable

Valuable

Estimable

Small

Testable

A good story has the six attributes.

Bill Wake, *Extreme Programming Explored*, coined the acronym for ease of recall.

Summary

- User Story
  - ❑ Who—What—Why

- User Story Card
  - ❑ Title—Story—Acceptance

- INVEST
  - ❑ Independent
  - ❑ Negotiable
  - ❑ Valuable
  - ❑ Estimable
  - ❑ Small
  - ❑ Testable