**USER Stories**

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**USER Stories**:- Informally written and not documented well.

1. User Stories are part of an Agile Approach.

-> A user story is a short, simple description of a feature told from the perspective of the person who desires the new capability, usually a user or customer of the system.(Small slice of requirement which will be implemented in neartime future work)

2. User Stories include a written sentence speaks features and functionality.

-> High-priority user stories tend to be more detailed;

-> low-priority user stories tend to be less detailed.

3. A userstories splits big stories into smaller pieces (or both).

4. Nowadays, user stories might just as easily be stored in a Jira issue or Trello board.

5. user story exists in a tool, if it is less willing we can discard stories when they are no longer needed!

**What is a Good User Stories?- 3C's concept**

\* Agile user stories are composed of three aspects :-

1. Card: Written description of the story, used for planning and as a reminder.

2. Conversation: Conversations about the story that serve to flesh out the details of the story.

3. Confirmation: Acceptence criteria that should be full filled and tested to ensure user req have met correctly.

**Who can create a user stories?**

1. Developer.

2. Team member.

3. product owner.->ownership will be with him

4. Some times ->scrum master.

Acceptence criteria come up with the team, product owner decide to priority or depriortise. So, acceptence criteria is with product owner.

**User Story Template:**

\* As a <user>, I want <this functionality to be done>, So that <we get this benefit>.

eg:-1. As a<Database Administrator>, I want <Backup data that is in database>, So that <recover information in case of data loss.>

2. As a <Backend-Developer>, I want <To build RestApi>, so that <we can communicate with frontend-app>.

3. As a <Tester>, I want<To test small modules>, so that <we can avoids faulty code/reduce bugs>.

**EPICS, AND INITIATIVES?**

* User stories are also the building blocks of larger agile frameworks like epics and initiatives.
* Epics are large work items broken down into a set of stories, and multiple epics comprise an initiative.
* These larger structures ensure that the day-to-day work of the development team (on stores) contributes to the organizational goals built into epics and initiatives.

A diagram of a project

Description automatically generated with medium confidence

**Example:**

As a restaurant customer, I want to reserve a table online, so I can ensure I have a place to eat at my preferred time.

**Acceptance criteria**: The system should show available times for reservations. After reservation, the customer should receive a confirmation.

**four main types of user stories:**

* Simple: These are individual or self-contained user stories that focus on a particular user or type of product.
* Epic: Groups of related user stories come together to form epics. They may involve multiple users working together or independently or multiple needs for a single type of user to achieve some goal or benefit.
* Thematic: These are major investments and strategies that group epics together. Thematic user stories highlight how a company will achieve wider goals.
* Scaled Agile Framework (SAFe): These user stories add extra details such as a benefit hypothesis, cost of delay, or nonfunctional requirements.

## Why are user stories important?

User stories help devs focus on the end user. Instead of thinking about their product in a vacuum, user stories capture functionality from an outside perspective. So instead of thinking about what a tool does, devs consider how it helps users.

User stories also play a key role in Agile development by:

* Providing a sense of structure
* Highlighting a user’s needs and priorities for devs
* Pointing out the actual value found in a product
* Exploring the "who," "what," and "why" in development to give devs essential context