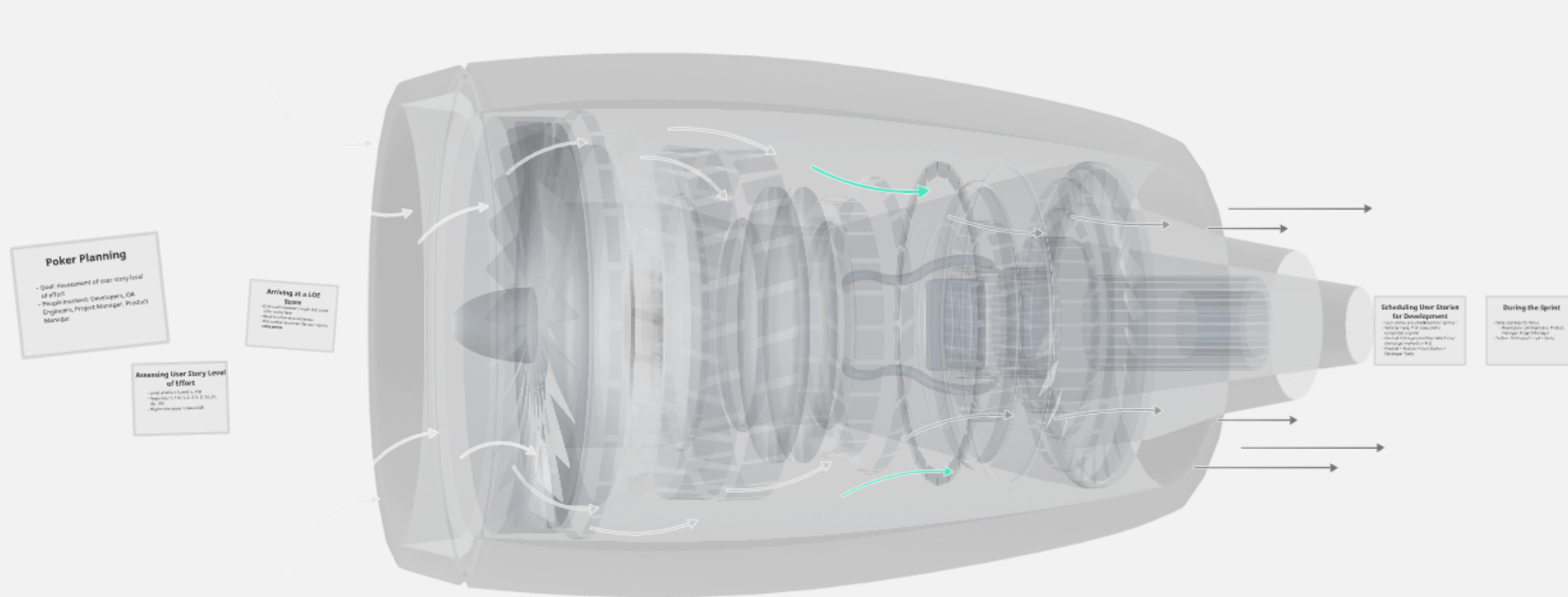# How User Stories Get Turned Into Actual Features

How User Stories Get Turned Into Actual Features

Poker Planning

- Goal: Assessment of user story level of effort
- People involved: Developers, QA Engineers, Project Manager, Product Manager

Assessing User Story Level of Effort

- Level of effort from 0 to 100
- Sequence: 0, 1/2, 1, 2, 3, 5, 8, 13, 20, 40, 100
- Higher the score = more LOE
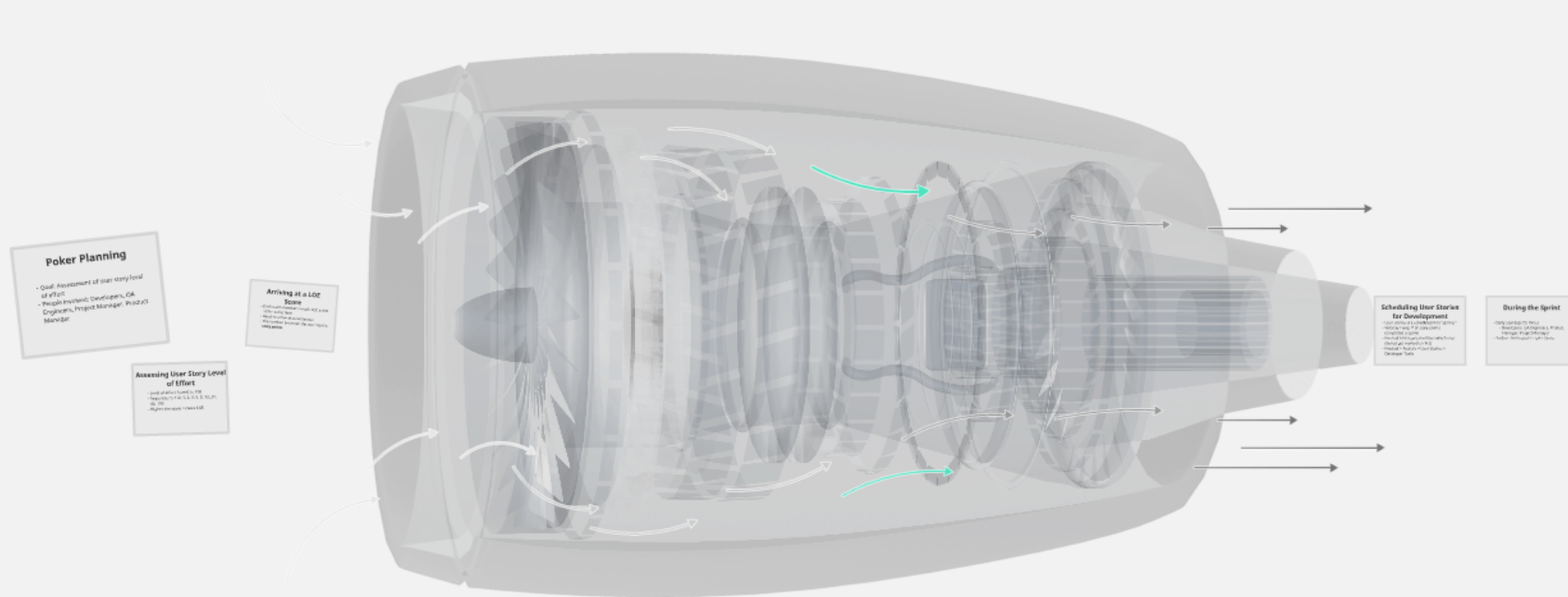
Arriving at a LOE Score

- Each team member reveals LOE score at the same time
- Need to arrive at a consensus
- The number becomes the user story's ***story points***

Scheduling User Stories for Development

- User stories are scheduled into "sprints"
- Velocity = avg. # of story points completed a sprint
- Product Manager prioritizes which user stories get worked on first
- Product > Feature > User Stories > Developer Tasks

During the Sprint

- Daily Standup (15 mins.)
  - Developers, QA Engineers, Product Manager, Project Manager
- To Do > In Progress > QA > Done

How User Stories Get Turned Into Actual Features