Bridging the Communication Gap Between Customers and Developers

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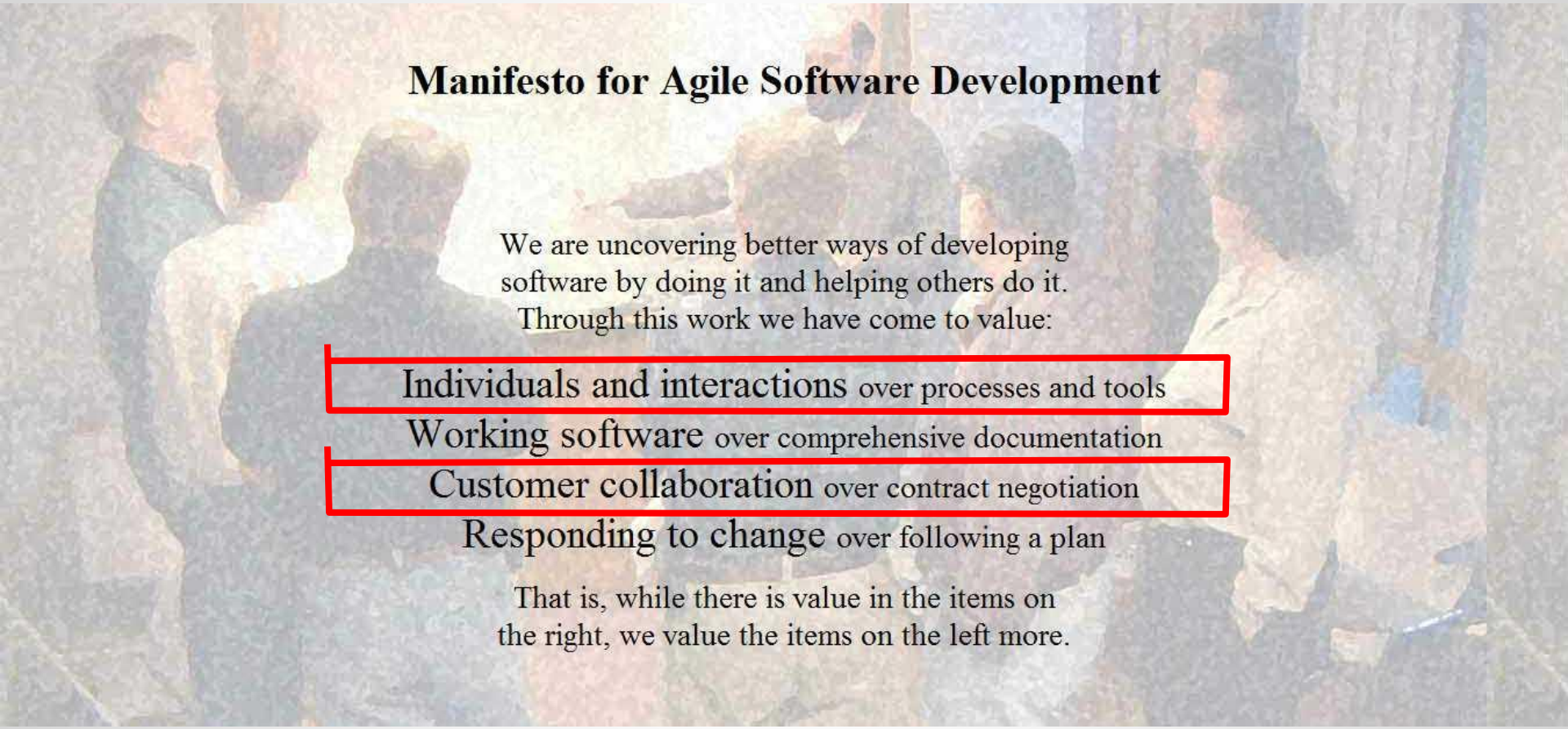
RoundTable 1/18/2013

COLLABORATE
Sometimes your best option is to say:
"This is all her fault."

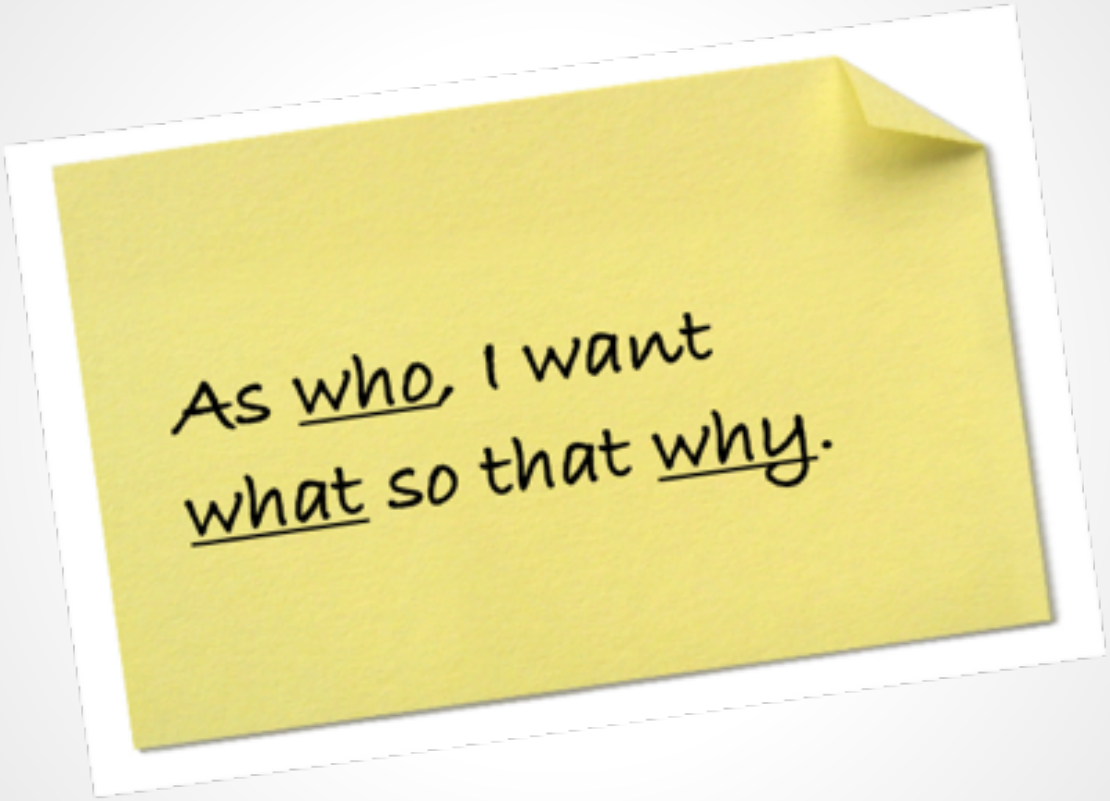


Manifesto for Agile Software Development

We are uncovering better ways of developing
software by doing it and helping others do it.
Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on
the right, we value the items on the left more.


As who, I want
what so that why.

GIVEN
WHEN
THEN

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Title (one line describing the story)

Narrative:
As a [role]
I want [feature]
So that [benefit]

Acceptance Criteria: (presented as Scenarios)

Scenario 1: Title
Given [context]
  And [some more context]...
When  [event]
Then  [outcome]
  And [another outcome]...

Scenario 2: ...
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Story: Account Holder withdraws cash

As an Account Holder
I want to withdraw cash from an ATM
So that I can get money when the bank is closed

Scenario 1: Account has sufficient funds
Given the account balance is \$100
 And the card is valid
 And the machine contains enough money
When the Account Holder requests \$20
Then the ATM should dispense \$20
 And the account balance should be \$80
 And the card should be returned

Scenario 2: Account has insufficient funds
Given the account balance is \$10
 And the card is valid
 And the machine contains enough money
When the Account Holder requests \$20
Then the ATM should not dispense any money
 And the ATM should say there are insufficient funds
 And the account balance should be \$20
 And the card should be returned

Scenario 3: Card has been disabled
Given the card is disabled
When the Account Holder requests \$20
Then the ATM should retain the card
And the ATM should say the card has been retained

Scenario 4: The ATM has insufficient funds
...
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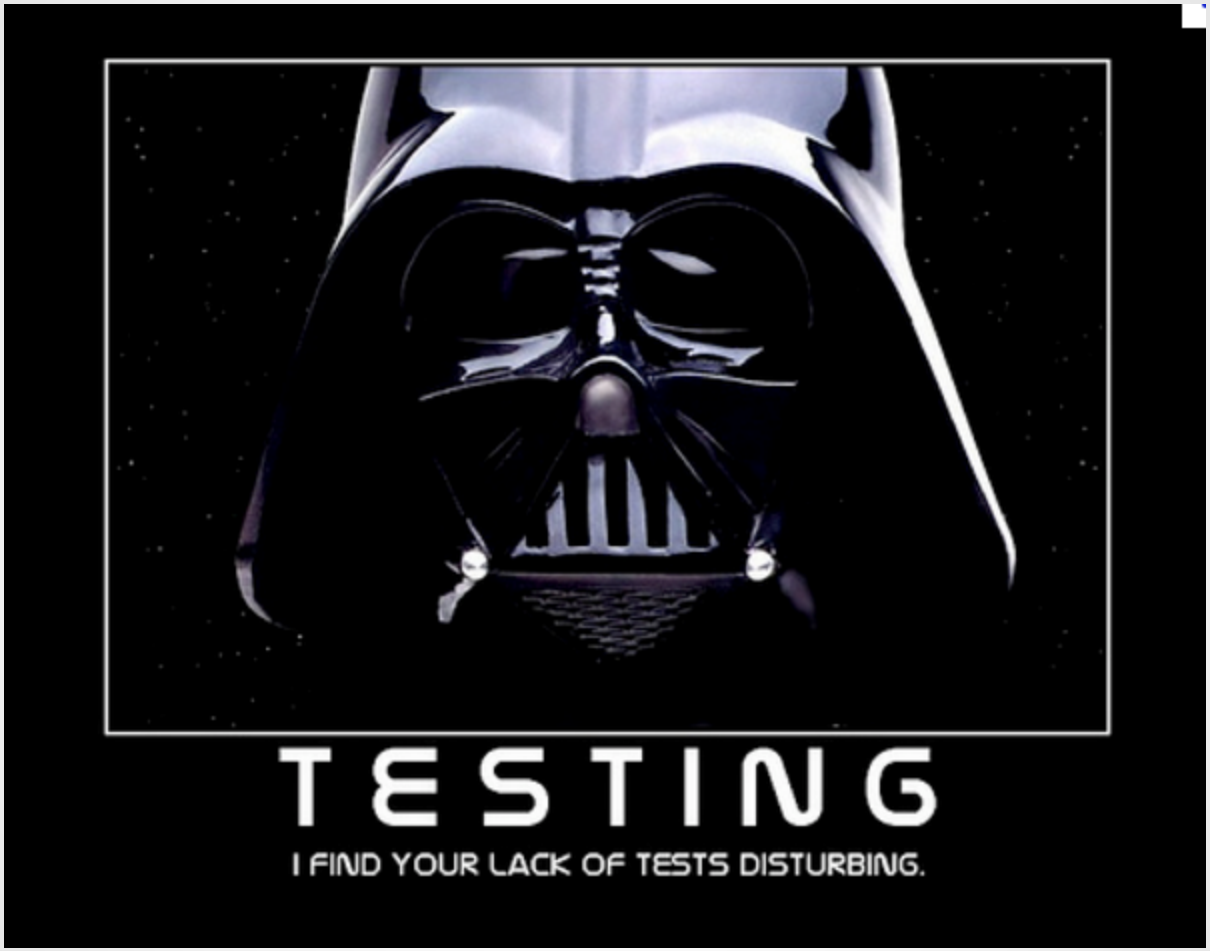
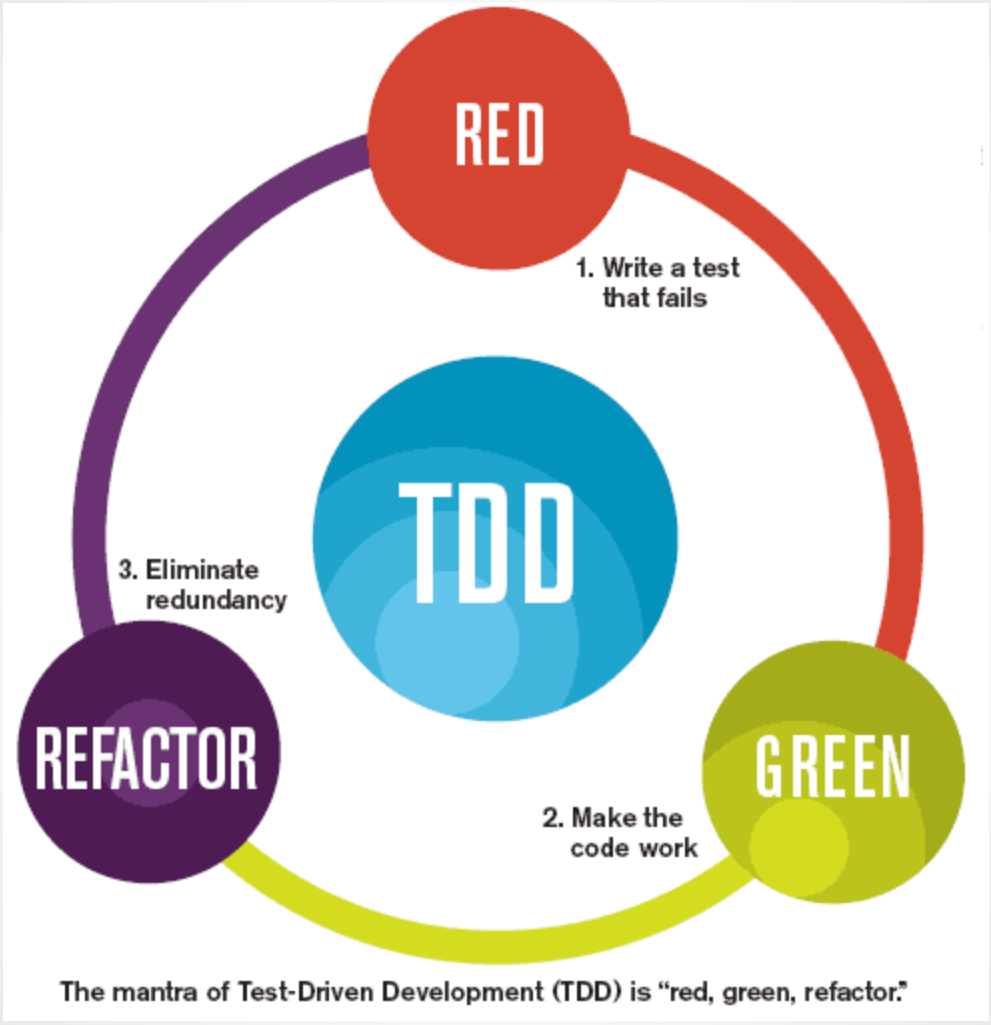
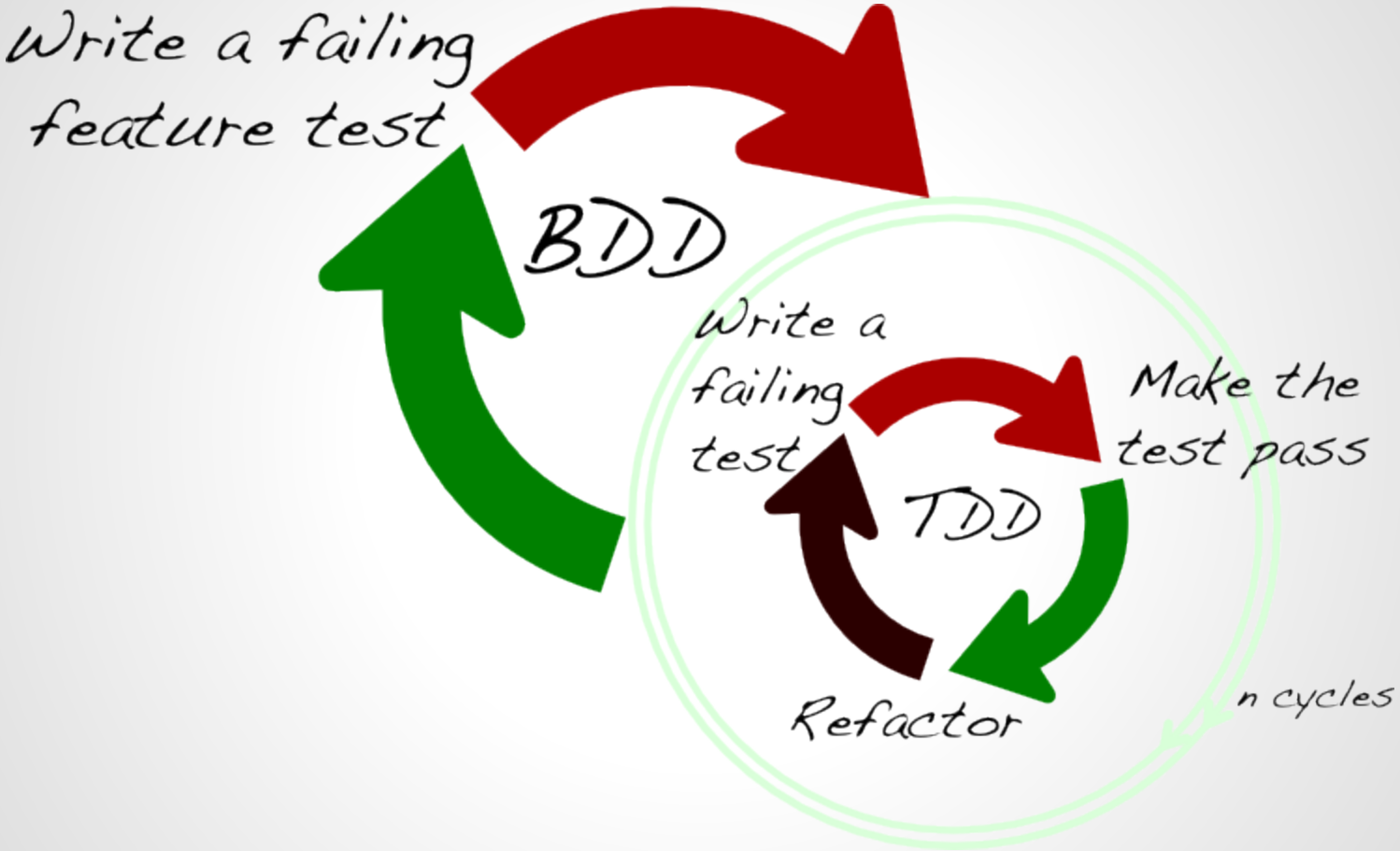

TESTING
I FIND YOUR LACK OF TESTS DISTURBING.



The mantra of Test-Driven Development (TDD) is "red, green, refactor."

TDD
BDD
ATDD


Write a failing feature test
BDD
Write a failing test
Make the test pass
TDD
Refactor
n cycles

Two Demos

1. Manual Acceptance Tests

2. SpecFlow v1.9