

## What is a user story?

Taking the advice or features from the perspective of user / customer.

As a < type of user >, I want < some goal > so that < some reason >.

## What Is a Good User Story?

Agile user stories are composed of three aspects that Ron Jeffries named in 2001 with the wonderful alliteration of card, conversation, and confirmation:

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

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

Confirmation: Tests that convey and document details that can be used to determine when a story is complete.

## How to write a user story

1<sup>st</sup> fetch the perspective of users, Need to look into the desired functionality of the project

## User Story Template

When writing a user story, remember that user stories follow a standard template:

As a < type of user >, I want < some goal > so that < some reason >.

## Who writes user stories?

Anyone can write user stories. Like Tester, Dev, Team Manager,

## Does the product owner write user stories?

It's the product owner's responsibility to make sure a product backlog of agile user stories exists

but that doesn't mean that the product owner is the one who writes them.

## When are user stories written?

Usually a story-writing workshop is held near the start of the agile project.

Everyone on the team participates with the goal of creating a product backlog that fully describes the functionality to be added over the course of the project or a three- to six-month release cycle within it

new stories can be written and added to the product backlog at any time and by anyone.

## Examples of Epics

Large user stories are less detailed, and are generally known as [epics](#).

Here is an epic agile user story example from a desktop backup product:

- As a user, I can backup my entire hard drive.

These Epics are less considerable because, the expectations are more in Epic/large user stories

Because an epic is generally too large for an agile team to complete in one iteration, it is split into multiple smaller user stories before it is worked on

we can add a categeory, like pro subscription to access epics/large user stories

## How is detail added to user stories?

# User Story Format

**AS A USER (End User)**

**I(End User) WANT (he wants a particular Functionality)**

**SO THAT (what he benefits from the above Functionality)**

End User is the one who uses this functionality

teams.microsoft.com is sharing your screen. [Stop sharing](#) [Hide](#)

EXAMPLE : MAP THAT EXAMPLE AND CREATE ONE USER STORIES

## User Story

Title:	Priority:	Estimate:
<b>User Story:</b>  As a [description of user], I want [functionality] so that [benefit].		
<b>Acceptance Criteria:</b>  Given [how things begin] When [action taken] Then [outcome of taking action]		

Title:	Priority:	Estimation:
Purchase Team Jersey along with Match Ticket	High	

#### User Story:

**As an** IPL website user

**I want** the feature to purchase a team jersey along with the match ticket for the specific match I have booked.

**So That I Can** support my favorite team and enhance my overall match experience.

#### Acceptance Criteria :

**Given**, I have selected a match and am in the process of booking a ticket ,i need to get an option to SELECT Jersey to include,

**When**, I select a team jersey, after making the payment.

**Then**, the purchased team jersey should be reflected along with the match ticket..

Title:	Priority:	Estimation:
Purchase Team Jersey along with Match Ticket	High	

#### User Story:

**As a** Developer

**I want** to add the feature to purchase a team jersey along with the match ticket for the specific match I have booked.

**So That** the User support his favorite team and enhance his overall match experience.

#### Acceptance Criteria :

**Given**, I have selected a match and am in the process of booking a ticket ,i need to get an option to SELECT Jersey to include,

**When**, I select a team jersey, then its should be include while making the payment.

**Then**, the purchased team jersey should be reflected along with the match ticket..

IPL User

As a IPL Website User

I need, to purchase a Team Jersey of that particular match which was I booked

So That I can buy the Team Jersey along with Match Ticket.

## To Do – 26/02/24

scrum, product backlog, epic, invest

## What is INVEST?

The acronym **INVEST** helps to remember a widely accepted set of criteria, or checklist, to assess the quality of a **user story**. If the story fails to meet one of these criteria, the team may want to reword it, or even consider a rewrite (which often translates into physically tearing up the old story card and writing a new one).

A good user story should be:

- “I” ndependent (of all others)
- “N” egotiable (not a specific contract for features)
- “V” aluable (or **vertical**)
- “E” stimable (to a good approximation)
- “S” mall (so as to fit within an iteration)
- “T” estable (in principle, even if there isn’t a test for it yet)

Definition along with Example:

**Independent:** User stories should be independent of each other, meaning that they can be developed and delivered in any order without affecting the overall functionality.

**Eg:** Each feature or functionality related to ticket booking (e.g., selecting seats, making payments, viewing match details) should be independent so that they can be developed and tested separately.

**Negotiable:** User stories should be negotiable, allowing for discussions and adjustments between the development team and stakeholders to refine requirements as needed.

**Eg:** Stakeholders and the development team should be able to discuss and adjust features such as ticket pricing, user interface, and payment methods based on evolving requirements.

**Valuable:** Each user story should deliver value to the end-users or stakeholders. It should contribute to the overall goals and objectives of the project.

**Eg:** The user stories should focus on providing value to users, such as easy navigation, real-time match updates, and a seamless booking experience.

**Estimable:** User stories should be clear and specific enough for the development team to estimate the effort required to implement them accurately.

**Eg:** Ensure that user stories have clear requirements, and the team can estimate the effort required for each without ambiguity.

**Small:** User stories should be small enough to be completed within a single iteration or sprint. This helps in better planning and tracking of progress.

**Eg:** Break down the features into smaller user stories, like "User selects seats," "User makes payment," to ensure they are manageable within a sprint.

**Testable:** User stories should have clear acceptance criteria and be testable to ensure that the development team and stakeholders can agree on when a user story is considered complete.

Eg: Define acceptance criteria for each user story, such as successful payment processing, accurate seat selection, and confirmation of the booking.

