

MMP2B

USER STORIES

INTRODUCTION

- » User stories are a tool used in agile software development
- » capture the user's perspective on what the software should do

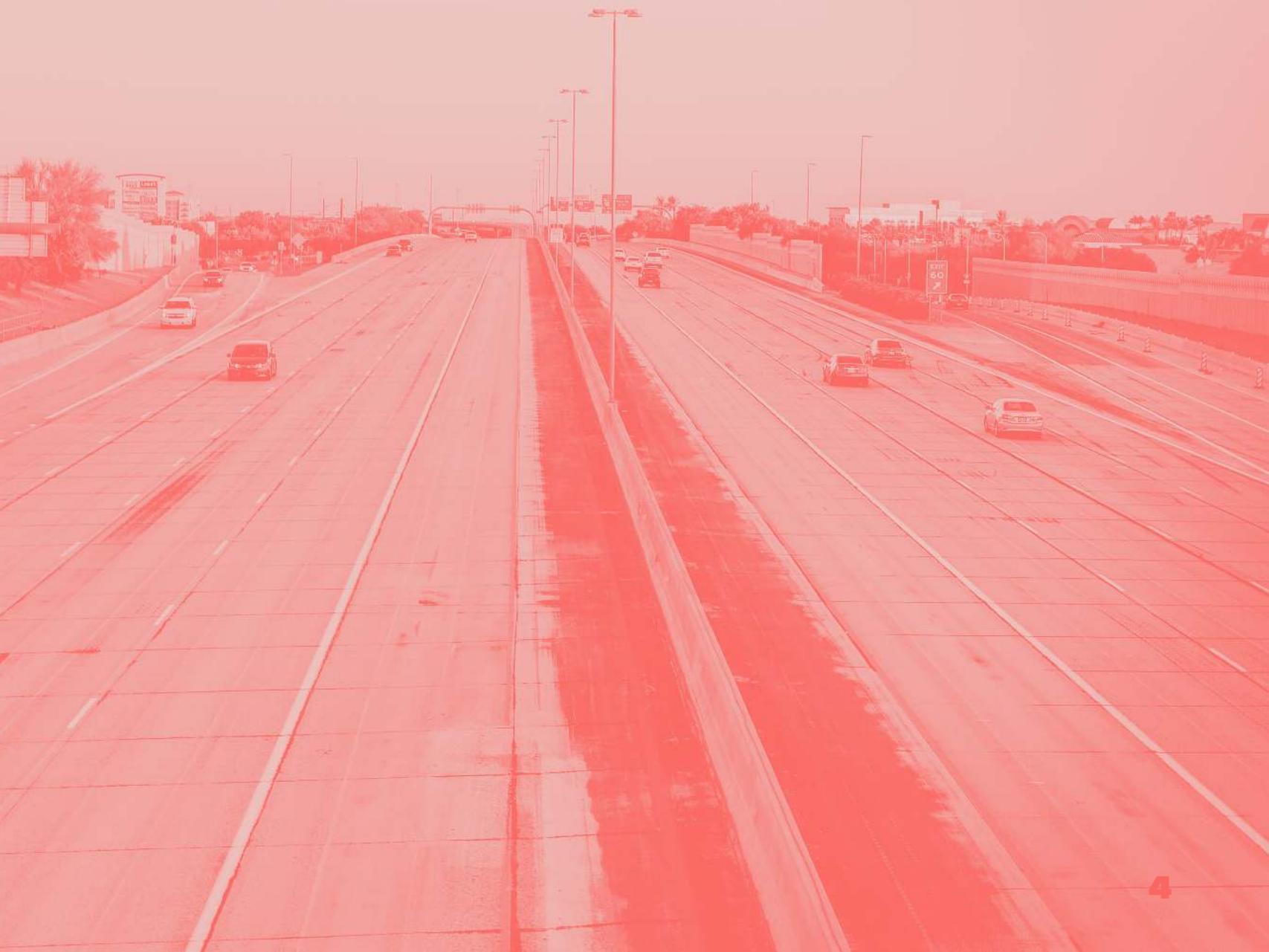
USER STORIES

WHAT ARE USER STORIES?

- » brief description of a feature/functionality that a user expects
- » used to communicate requirements between development team (incl. design)
- » written from a users perspective
 - » focus on what the user wants to accomplish (problem space)
 - » don't focus on how it is done (solution space)

PROBLEM SPACE VS SOLUTION SPACE

- » software development knows 2 spaces:
- » problem space (what is the problem?)
- » solution space (how do we solve this problem?)



PROBLEM SPACE VS SOLUTION SPACE

PROBLEM SPACE

- » tries to understand the users needs, pain points, challenges
- » Questions to ask:
 - » What problem are we trying to solve?
 - » Who is the user?
 - » What are their needs and pain points?
- » User stories describe the problem space

PROBLEM SPACE VS SOLUTION SPACE

SOLUTION SPACE

- » come up with ways to solve the problem defined in the problem space
- » brainstorm designs/features/functionality of a product
- » Questions to ask:
 - » How can we create a product that meets our users needs?

PROBLEM SPACE VS SOLUTION SPACE

BALANCING PROBLEM AND SOLUTION SPACE

- » healthy balance between problem/solution space required
- » spending too much time in the solution space
 - » can lead to features which the user does not need
- » spending too much time in the problem space
 - » can lead to analysis paralysis

USER STORIES

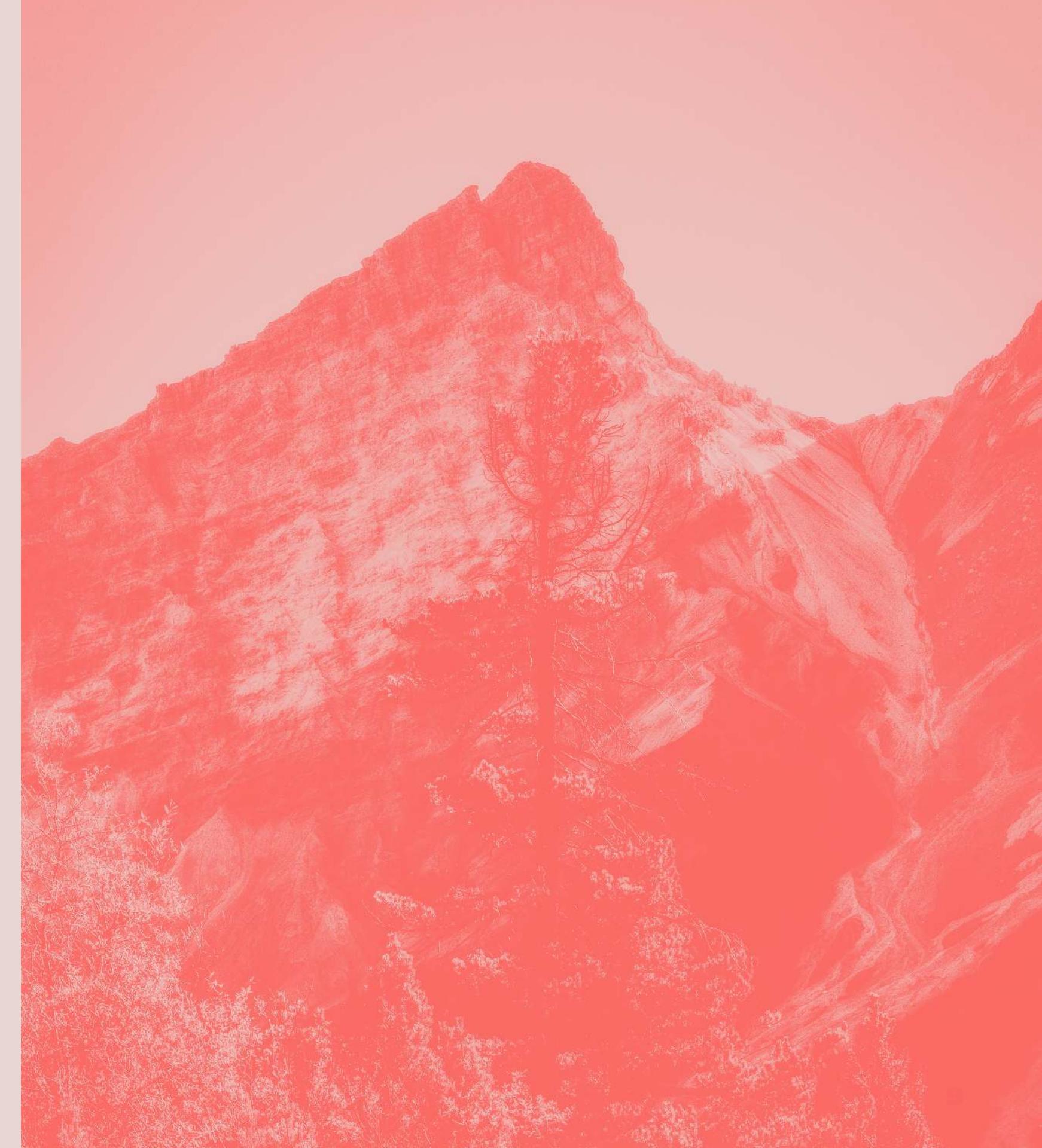
WHAT ARE USER STORIES?

- » have 3 different components
 - » The user: Who wants to use the software and what is their role?
 - » The goal: What does the user want to accomplish with the software?
 - » The benefit: Why does the user want to accomplish this goal?

USER STORIES

EXAMPLES:

» As a student, I want to be able to search for books in the library so that I can find the materials I need for my research.



USER STORIES

EXAMPLES:

» As a traveler, I want to be able to book flights and hotels online so that I can plan my trip more efficiently.



USER STORIES

ACCEPTANCE CRITERIA:

- » specific conditions which must be met for a story to be considered complete
- » can be seen as a users expectation to a feature
- » help to prevent misunderstandings
- » focus on the problem space

USER STORIES

ACCEPTANCE CRITERIA:

“As a student, I want to be able to search for books in the library so that I can find the materials I need for my research.”

- » books can be searched by title, author, or subject.
- » only available books are returned by the search
- » the book location within the library is shown

USER STORIES

IMPLEMENTATION DETAILS

- » focus on the solution space and document decisions
- » data is fetched via postgres
- » book location needs to be queried by book location service
- » result needs to be paginated

USER STORIES

TIPS AND TRICKS

- » keep them simple
- » focus on the problem space
- » don't add implementation details to ACs
- » split stories if they appear to take lots of time
 - » ideally a story shouldn't take longer than 1 day
- » prioritize stories properly

USER STORIES

ASSIGNMENT (DUE DATE: 1.5 - 12PM)

- » create 5-10 user stories (including acceptance criteria) for next week
- » should contain user story/acceptance criteria
- » optional: add implementation details/designs
- » can be added next week
- » add them as tickets to your gitlab project
- » You can send them to me earlier