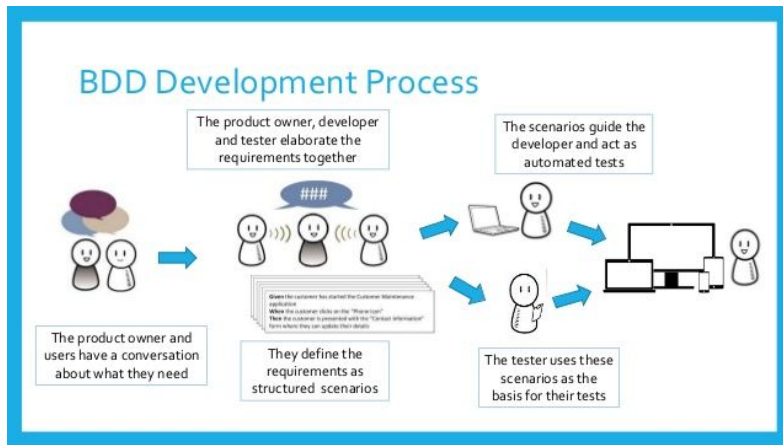


# Road To Behavior Driven Development

In Bornfight

# BDD is...

- a process
- a way of collaborating in a project team
- a way of getting shared understanding in your team



# Before BDD

Before we started discovering BDD we had these challenges in our QA team:

- QA becoming more Agile
- Increasing e2e test automation

# Beautiful automation

Feature: Google Searching

Scenario: Search from the search bar

**Given** a web browser is at the Google homepage

**When** the user enters "Bornfight" into the search bar

**Then** links related to "Bornfight" are shown on the results page

Scenario: Video search

**Given** Google search results for "Bornfight" are shown

**When** the user clicks on the "Videos" link at the top of the results page

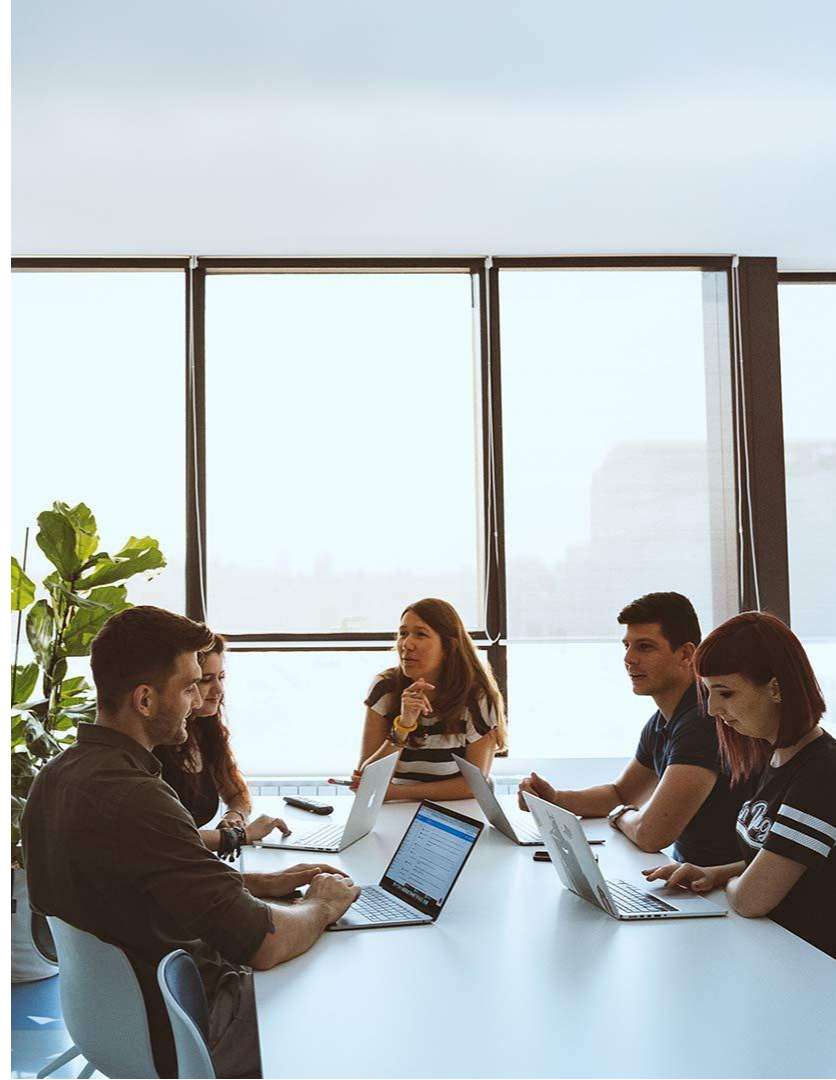
**Then** videos related to "Bornfight" are shown on the results page

# Beautiful automation

- It was time consuming
- I was the only one using it
- It was useless to other team members

# BDD is

- an Agile software development process that encourages collaboration between:
  - Software developers
  - Software testers
  - Non-technical or business participants



# What next?!

- Educate your project team about BDD
- Ask your project manager for more time on your project planning
- Plan the Three Amigos sessions

## Two Amigos

- QA and Project Manager started writing BDD stories together
- It was a good start
- There was no shared understanding in the whole project team





## ~~Three Amigos!~~ Why not four?

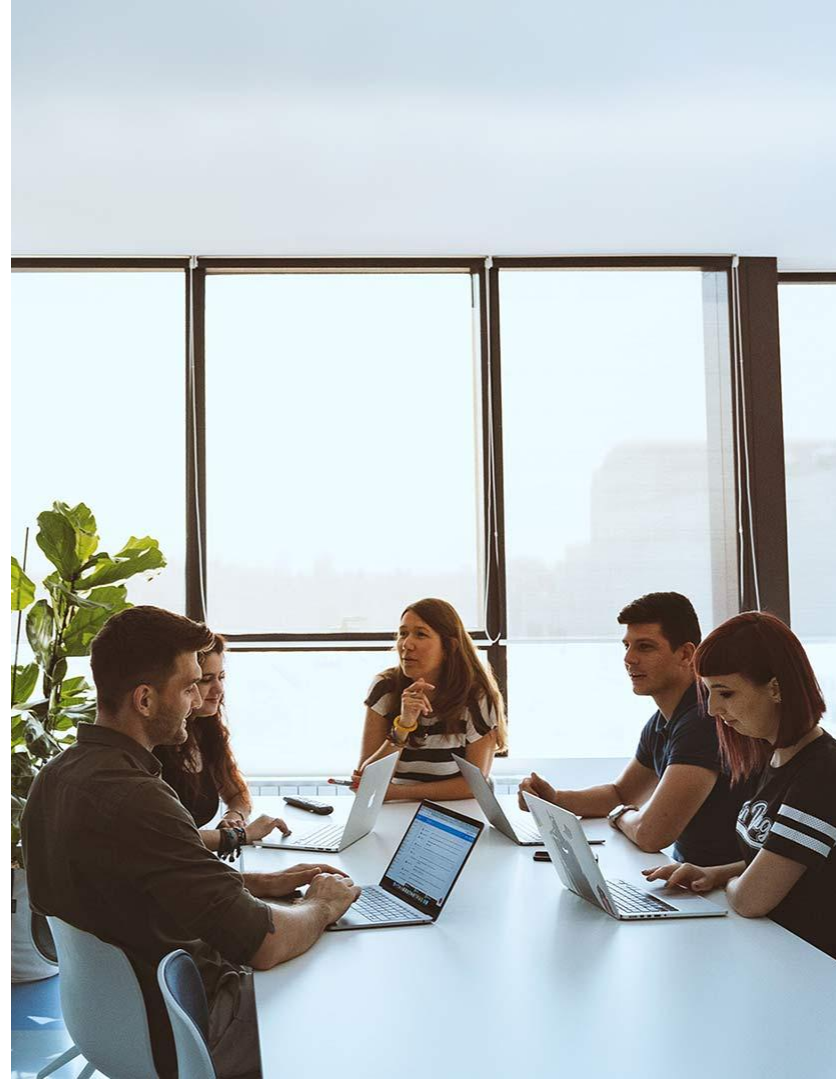
- Three Amigos sessions is *just a name* for developer, QA and business side meetings
- It is not strictly limited to those teams or limited to only three people
- Design team is always welcome to these kinds of meetings for their inputs



# Challenges

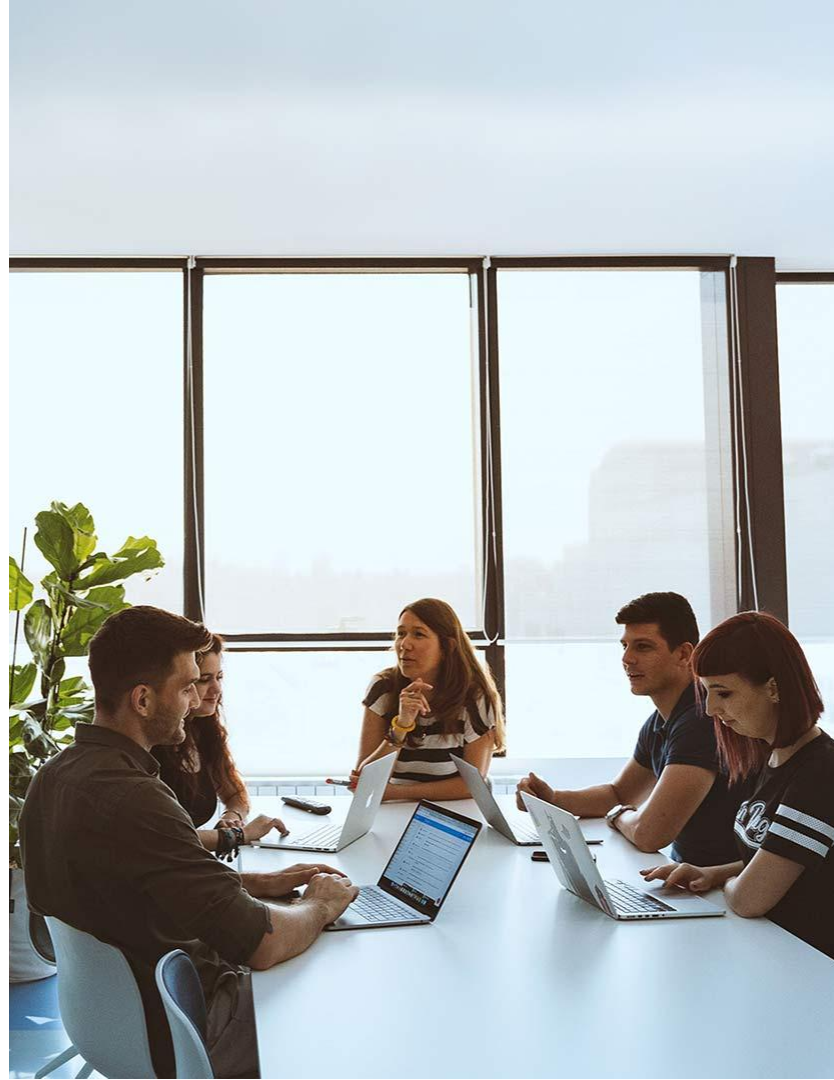
We started doing the Three Amigos sessions with Design, Development, Project Management and QA teams. These are the meetings where we discuss project features before they are designed and developed.

- Getting people to talk/to discuss features
- Questions who will write down the user stories
- Still hard to convince people that everyone should be on the meeting



# Discovery Cards

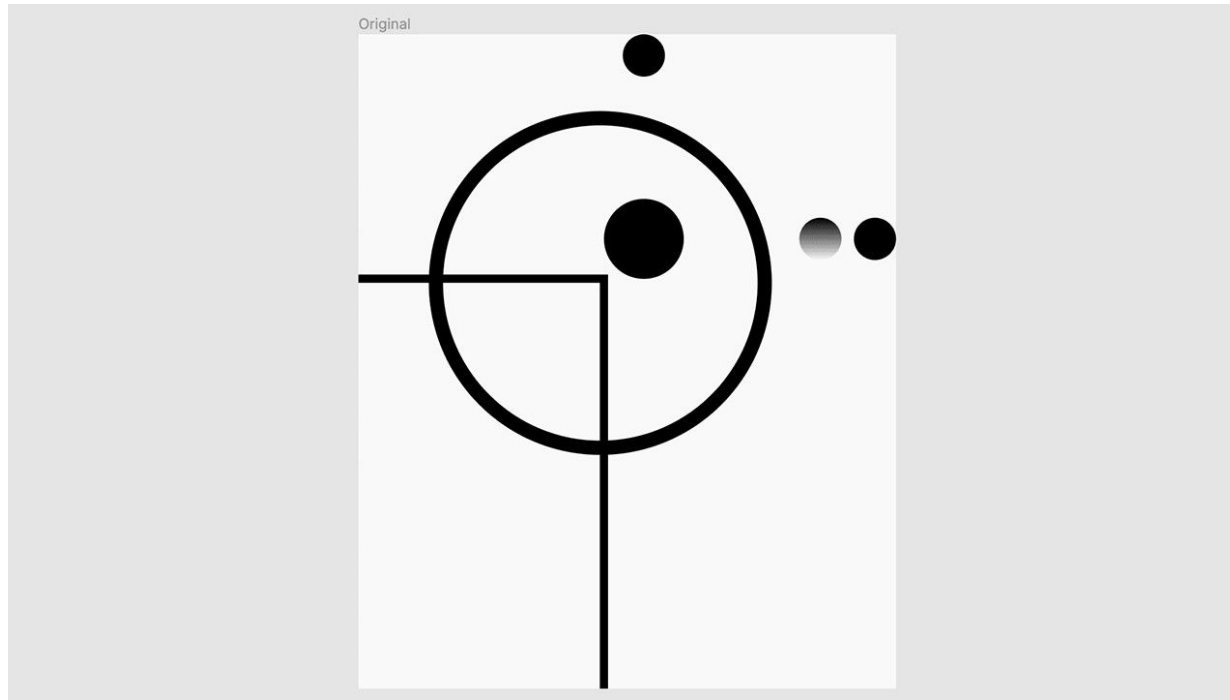
- These discovery cards will help your team get a shared understanding and avoid ambiguous requirements.
- These discovery cards provide guidance on asking questions to reach a good set of agreed examples or scenarios.
- [Discovery card instructions](#)
- [Discovery card questions](#)
- Shared understanding is reached when there are no further questions



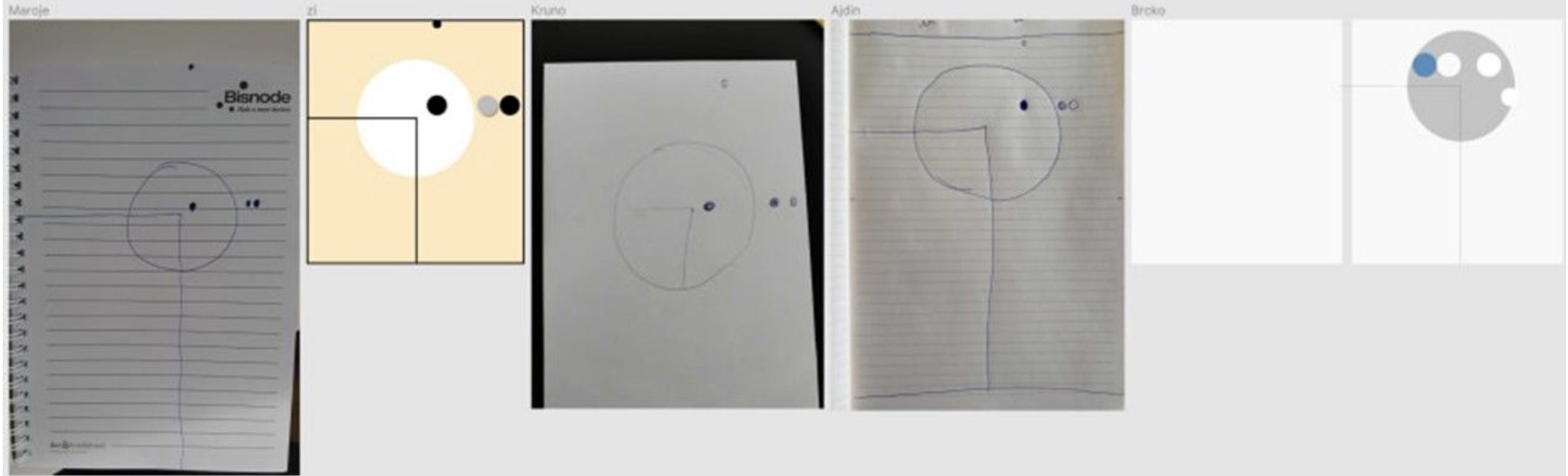
# The Final Touch: Game of Shared Understanding

- The game is easy to play
  - a. A designer made a drawing
  - b. Project Manager made acceptance criteria from that drawing
  - c. Rest of the team needed to draw their own drawings out of the acceptance criteria
  - d. We compared the original drawing with our drawings and made a conclusion

# The Final Touch: Game of Shared Understanding



# BDD Game of Shared Understanding



# BDD Game of Shared Understanding (Conclusion)

- A picture is worth a thousand words
- It is very important to write clear and accurate acceptance criteria
- It is important to build a common language
- We drew some things based on the assumption and some of them were correct by pure luck
- It is important to revise the acceptance criteria together
- We all think differently and perceive what we read differently
- Different perspectives are not bad — they give us a broader picture and new ideas
- The most important thing is to gain a shared understanding

Read more: [BDD Game: Importance of Shared Understanding](#) (blog)

## BDD process...

- Helped everyone on the project team understand the importance of shared understanding
- Helped QA team become more agile
- Helped QA team with a decision what tests to automate



# References

- *BDD in Action*, book by John Ferguson Smart
- *Specification by Example*, book by Gojko Adzic
- BDD [Discovery card instructions](#)
- BDD [Discovery card questions](#)
- [BDD Game: Importance of Shared Understanding](#) (blog)

# Thank you!

**Ajdin Mustafić**