# DAY 4 : Developing User Stories
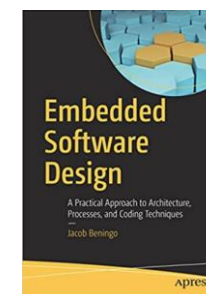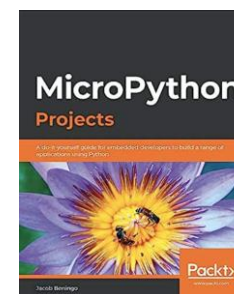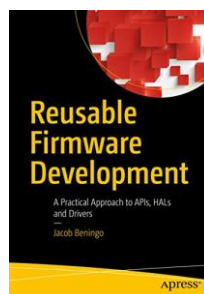
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# THE SPEAKER

## Jacob Beningo

**Lecturer Profile** ••••

# Beningo Embedded Group - President

**Focus: Embedded Software Consulting and Training**

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01

# Creating User Stories

"Right and wrong cease to be useful concepts when you're talking about software development."

- Kent Beck

# CREATING USER STORIES

## User Stories

A **user story** is an informal, general explanation of a software feature written from the perspective of the end user.

- Its purpose is to articulate how a software feature will provide value to the customer.

- Expresses one very specific need that a user has

- Usually written out as a few sentences on a sticky note or index card.

- **NOT** System Requirements

- User stories puts end users at the center of the conversation

- Use non-technical language to provide context and the value the story provides.

As a **<young Jedi>**

I want to **<use the force>**

So that **<I can lift my x-wing from the swamp>**

Acceptance criteria:
**<I can fly away from this planet>**

# CREATING USER STORIES

User Stories

**Who creates user stories?**

- Product Owner

- Product Manager

- Program Manager

- Anyone!

**Stories are added to a sprint:**

- Sprint planning is where stories can have requirements added

- Sprint planning is where the story can get technical.

As a **<user>**

I want to **<have the heater time-out>**

So that **<if I leave it on, I don't start a fire>**

Acceptance criteria:
**<After 20 minutes the heater turns off>**
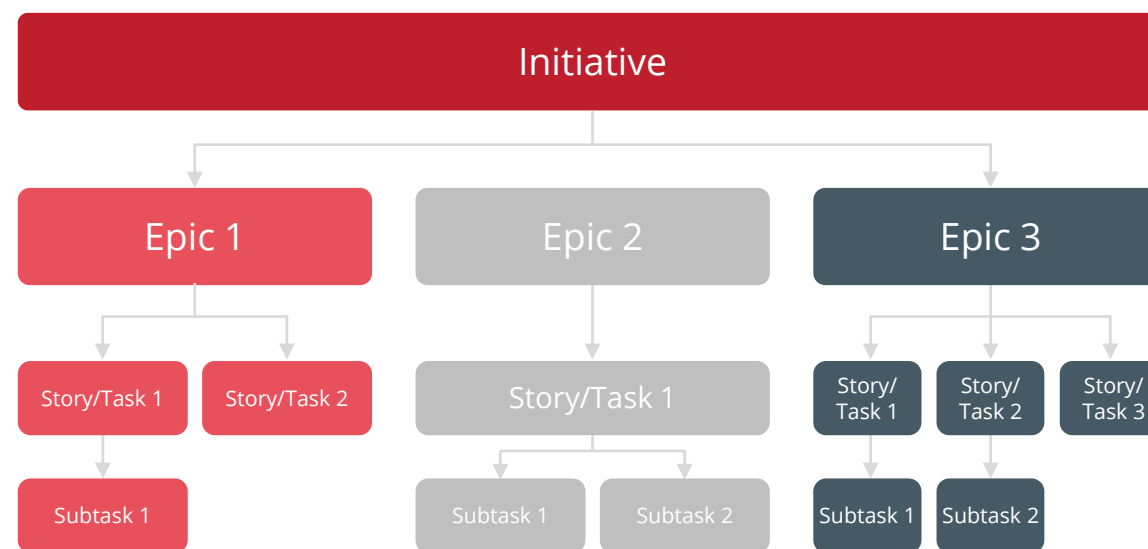
# CREATING USER STORIES

User Stories

**User Stories are the smallest unit of work.**

User Stories are used to build epics. Multiple epics are used to create an initiative.

**User Stories provide 4 key benefits:**

- Keep the focus on the user

- Enable collaboration

- Drive creative solutions

- Create momentum

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# CREATING USER STORIES

How to write User Stories

1. Define "done" (acceptance criteria)

2. Outline tasks and subtasks

3. User personas

    • Who is this for?

    • Should there be multiple stories?

4. Write a story for each step in larger processes

5. Listen to feedback

6. Time

    • A story should be completable in one sprint

# CREATING USER STORIES

The Language

User Stories should read as follows:

**"As a [persona], I [want to], [so that]."**

**Persona + Need + Purpose**

**Examples:**

- "As a user, I want to set a timer, so that I don't burn the chicken."

- "As a user, I want to set the temperature of each vat independently, so that I can cook multiple food types at once."

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# CREATING USER STORIES

Product Backlog

| ID | As a… | I want to be able to… | So that… | Priority | Sprint | Status |
|---|---|---|---|---|---|---|
| | | **PRODUCT BACKLOG EXAMPLE** | | | | |
| 1 | Administrator | see a list of all members and visitors | I can monitor site visits | Must | 1 | Done |
| 2 | Administrator | add new categories | I can allow members to create engaging content | Must | 1 | Done |
| 3 | Administrator | add new security groups | security levels are appropriate | Must | 1 | Done |
| 4 | Administrator | add new keywords | content is easy to group and search for | Must | 1 | Done |
| 5 | Administrator | delete comments | offensive content is removed | Must | 1 | Done |
| 6 | Administrator | block entries | competitors and offenders cannot submit content | Must | 1 | Done |
| 7 | Administrator | change site branding | the site is future-proofed in case brand changes | Could | 1 | Done |
| 8 | Member | change my password | I can keep secure | Must | 1 | Done |
| 9 | Member | update my contact details | I can be contacted by Administrators | Must | 2 | Work in Progress |
| 10 | Member | update my email preferences | I'm not bombarded with junk email | Should | 2 | Work in Progress |
| 11 | Member | share content to social networks | I can promote what I find interesting | Could | 2 | Work in Progress |
| 12 | Visitor | create an account | I can benefit from member discounts | Must | | To be started |
| 13 | Visitor | login | I can post new entries | Must | | To be started |
| 14 | Visitor | add comments | I can have a say | Must | | To be started |
| 15 | Visitor | suggest improvements | I can contribute to the site usability | Should | | To be started |
| 16 | Visitor | contact the Administrators | I can directly submit a query | Could | | To be started |
| 17 | Visitor | follow a member's updates | I'm informed of updates from members I find interesting | Should | | To be started |
| 18 | Visitor | view a member's profile | I can know more about a member | Must | | To be started |
| 19 | Administrator | generate incoming traffic report | I can understand where traffic is coming from | Must | | To be started |

*Techno-PM*
*Project Management Templates*

# 02 Assigning Points to Stories

"To be uncertain is to be uncomfortable, but to be certain is to be ridiculous"
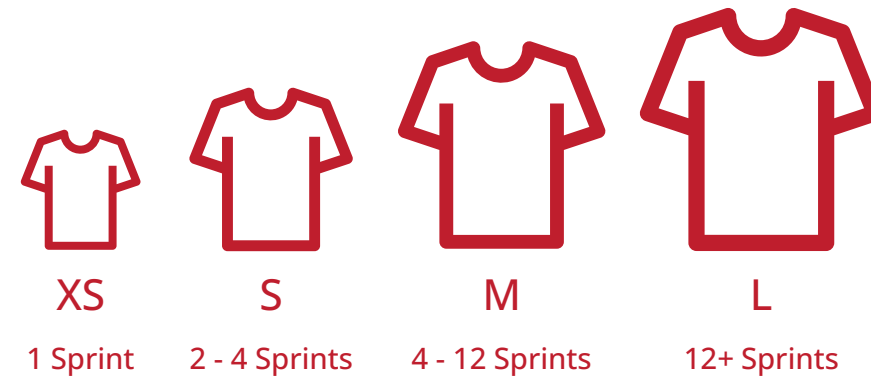
- Chinese Proverb

# ASSIGNING POINTS TO STORIES

How much effort to implement?

**Techniques for estimating story size:**

- T-shirt sizes
- Fibonacci sequence
- Planning poker

XS      S      M      L

1 Sprint    2 - 4 Sprints    4 - 12 Sprints    12+ Sprints

**1, 2, 3, 5, 8, 13, 21, 34, 55, and 89.**

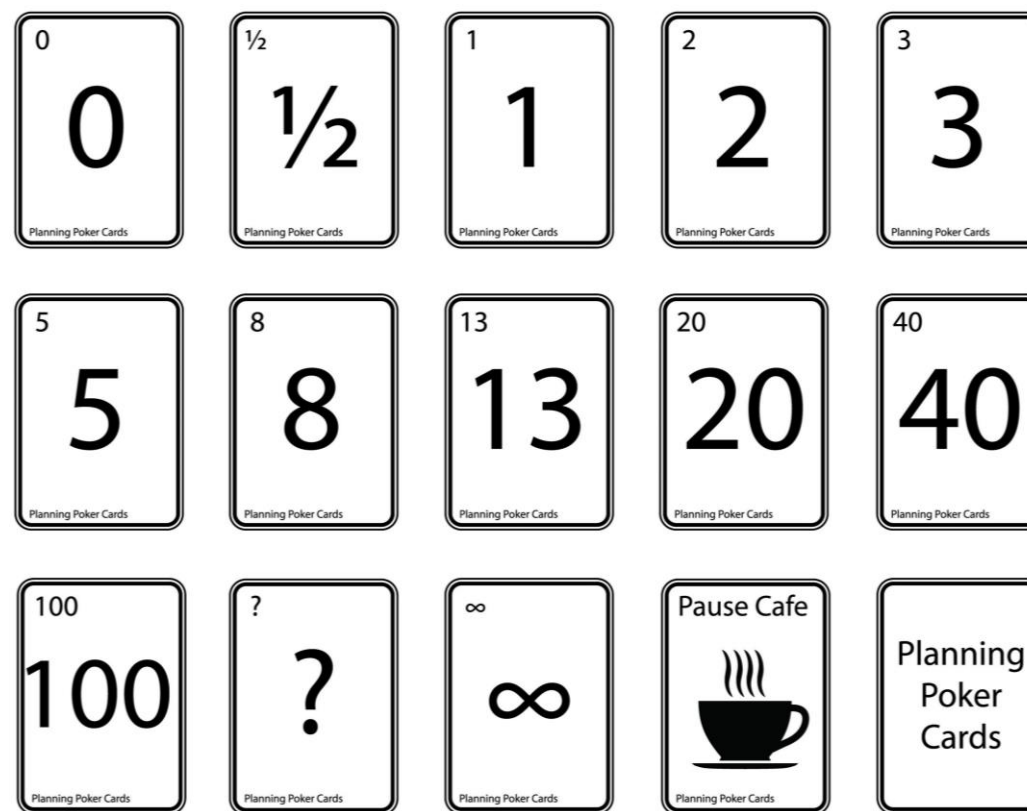# ASSIGNING POINTS TO STORIES

Planning Poker

- Each team member estimates a number on the Fibonacci scale that represents the task's size

- All team members disclose their numbers at the same time to avoid being influenced by each other's estimates

- Together, they conduct a review of the disclosed numbers until they reach a consensus about each task and user story

- Each user story is then assigned the story points which represents a corresponding point in the Fibonacci sequence

# ASSIGNING POINTS TO STORIES

Fibonacci Sequences

- Exponential

- User story values **> 8** tend to be less accurate

- **0 –** Completed or trivial activity

- **? –** Not enough information to estimate

- **∞ -** A never-ending story

- **Pause Café –** Need a break

# QUESTIONS

Thank You

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