WORKSHOP

Writing User Stories

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What Is A User Story?

deﬁnition: user story

*A* *user* *story* *is* *a* *tool* *used* *in* *agile* *software* *development* *to* *capture* *the* *description* *of* *a* *software* *feature* *from* *an* *end-user* *perspective.* *The* *user* *story* *describes* *the* *type* *of* *user,* *what* *they* *want* *and* *why,* *A* *user* *story* *helps* *to* *create* *a* *simplified* *description* *of* *a* *requirement.*

A user story often follows the following ‘equation’:

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

A simple example of this could be:

As an online shopper, I want to add an item to my cart, so that I can purchase it

user story template

|  |  |
| --- | --- |
|  | As a <type of user> |
| WHAT  are we building? What is the intention? | I want <some goal or objective> |
|  | So that <beneﬁt/value> |

examples: user stories

*As* *an* internet banking customer

*I* *want* to see a rolling balance for my everyday accounts

*So* *that* *I* know the balance of my account after each transaction is applied

*As* *an* administrator

*I* *want* create other administrators *So* *that* I can delegate tasks

*As* *a* marketer

*I* *want* create automated email campaigns *So* *that* I can keep evaluators engaged

user story checklist

Keep them short

Keep them simple

Write from the perspective of the user

Make the value/benefit of the story clear - what is the reason for the story?

Describe one piece of functionality. If you have to write and break it into 2 stories

Write stories as a team

Use acceptance criteria to show a MVP

why not just use ‘tasks’?

WORKSHOP

Writing

Acceptance Criteria

deﬁnition: acceptance criteria

*Acceptance* *criteria* *or* *‘conditions* *of* *satisfaction’* *provide* *a* *detailed* *scope* *of* *a* *user’s* *requirements.* *They* *help* *the* *team* *to* *understand* *the* *value* *of* *the* *story* *and* *set* *expectations* *as* *to* *when* *a* *team* *should* *consider* *something* *done.*

Acceptance Criteria Goals:

- to clarify what the team should build before they start work

- To ensure everyone has a common understanding of the problem - To help the team members know when the story is complete

- To help verify the story via automated tests

example: acceptance criteria

*As* *an* *online* *banking* *customer,* *I* *want* *strong* *a* *strong* *password,* *so* *that* *my* *credit* *card* *information* *is* *secure*

Acceptance Criteria:

- The password must - The password must

be at least 8 characters

contain at least 1 character from each of the following groups: lower case

alphabet, upper case alphabet, numeric, special characters (!, @, #, $, %, ^, &, \*)

example: acceptance criteria

*As* *a* *conference* *attendee,* *I* *want* *to* *be* *able* *to* *register* *online,* *so* *that* *registration* *is* *simple* *and* *paperless*

Acceptance Criteria:

- A user can not submit a form without filling out all of the mandatory fields - Information from the form is stored in the registrations database

- Protection against spam is working

- Payment can be made via Paypal, Debit and Credit Card

- An acknowledgment email is sent to the attendee after submitting the form

acceptance criteria should include

Negative scenarios of the functionality

Functional and non-functional use cases

Performance concerns and guidelines

What system/feature intends to do

End-to-user flow

The impact of a user story to other features

UX concerns

acceptance criteria should NOT include

**X** Code review was done

**X** Non-blocker or major issues

**X** Performance testing performed

**X** Acceptance and functional testing done

why?

*Your* *acceptance* *criteria* *should* *not* *include* *any* *of* *the* *above,* *because* *your* *team* *should* *already*

*have* *a* *clear* *understanding* *of* *what* *your* *Definition* *of* *Done* *(DoD)* *means.* *This* *could* *mean:*

*-* *unit/integrated* *tested*

*-* *ready* *for* *acceptance* *test* *-* *deployed* *on* *demo* *server* *-* *releasable*

**X**