Story Writing 101

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Story Is:

Card

- Physical or in a tool
- Physical
  - Easy to use.
  - Easy to move around.

Conversation

- Most important part of the Story.
- Promise to have a conversation at a later time.

Confirmation

- How do we know we are done?
- Condition of Satisfaction.

As a traveler, I want to make a reservation so that I have a place to stay when I am in town.

As a traveler, I want to search for available rooms, so I can select the room I would like.

As a traveler, I want pay for my room with a credit card.

Story Template

As a [type of user], I want [what – goal], so that [why].

- Type of user
  - Team should identify the user roles for the system.
  - Using a role helps with knowing who is using the system.
- What – goal
  - In business terms, what is the need or goal.
- Why
  - What is the business value of the story.
  - Sometimes this is not added when it is apparent.

As a [type of user],
I want [what – goal],
so that [why].

I

Independent
- Can't rely on order a stories are to be done.
- If it must, then this must be clearly noted in the stories for transparency.

N

Negotiable
- Allow Flexibility.
- Team has opportunity for success.

V

Valuable
- Valuable to customer or user – business value.
- Developer stories should be avoided if at all possible.

E

Estimatable
- Causes why can't estimate:
  - Too large.
  - Too much unknown about the story.
  - Lack of domain or technical knowledge.

S

Sized appropriately
- Stories for next couple of iterations should be able to be completed in an iteration.
- Stories in later iterations or not yet prioritized may be Epics or much larger.

T

Testable
- Watch for vague words: Never, always, faster, easy , forever, etc.
- Able to write test cases to prove the story is completed.

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Right Sized Story?

- Combine small stories into a single story

  - Example: As a traveler, I want to pay with Mastercard. As a User I want to pay with Visa, so that I can pay for my room.

    - Combine into As a user I want to pay with a credit card.

- Split large Stories or Epics into smaller stories

  - Example: As a traveler, I want to search for available rooms, so that I can see what is available when I will be in town.

    - Split into several stories:

      - As a traveler I want to search for available rooms by date of travel.

      - As a traveler I want to search for available rooms by room size.

      - As a traveler I want to search for available rooms that have special amenities.

Splitting Stories - Technique

S Spike

- Use as last option.
- Timebox.
- Used when team needs to discover more information.

P Paths

- Look at different paths available in the story. Group together but keep small enough to complete in a single iteration.

I Interfaces

- Split on multiple interfaces or browsers.

D Data

- Develop an initial story to support some of the data.
- Incrementally add more data elements in.

R Rules

- Large due to lots of rules to enforce.
- Performance can be a separate story

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Conditions of Satisfaction

- Also known as Acceptance Criteria.

- Not written by QA, but by the Product Owner.

- Product Owner decides if functionality is acceptable.

- Product Owner decides if story is done or not.

- Higher level than acceptance tests.

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References

User Stories Applied

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Thanks

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