



# Writing User Stories

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# About Me

I am Bhaskar Kiran Wunnava having 15+ years of Software Industry experience. Practicing Agile since 8 years



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# Agenda

- Problems to Address
- What are User Stories
- The 3 C's
- Why User Stories
- When User Story is Good
- Benefits of User Stories
- Q & A

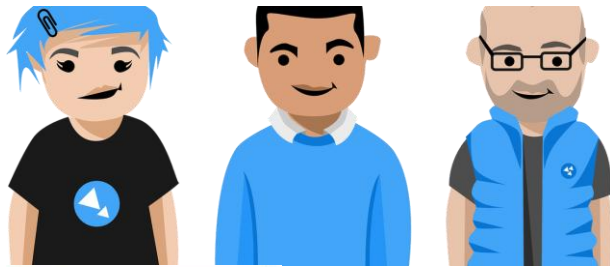
# What animal is this?

It's a mammal that walks on four legs, has a long face, and eats grass or hay. It's used in sports, but it's more common to see it being used for transportation, and children love to go for rides on them.

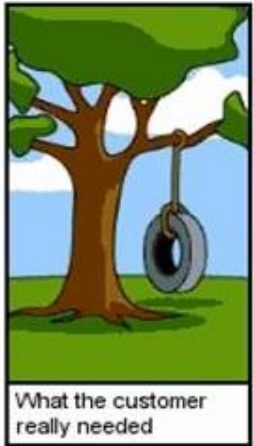




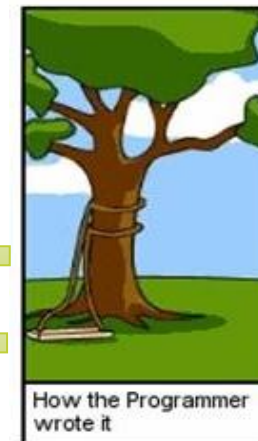
# Another Problem...



We want a Swing



They want a Swing



2 Months

3 Months

Time scale

# Problems to Address

- *Software development is a communication problem*
- *There should be proper communication between Business and Developers*

Communication Problem

- *If business dominates, functionality and the dates are mandated which lead in hampering the quality of the product.*
- *If developers dominate, technical jargon replaces the language of the business*

Balances of power

Schedule

- *We cannot effectively predict the schedule of the development*
- *When users see the software they come up with new ideas*

Resource Allocation

- *May trade quality for additional features.*
- *May only partially implement*
- *May solely take decisions without having Business & technical consent*

# What are User Stories

User Stories are short, simple and user perspective descriptions of the requirements. User stories been written in a natural language so that it can describe the type of **User**, **what** they want and **why**.

As a *<who>*  
I Want *<what>*  
So that *<why>*

As a **User**  
I want to **Register in the website**  
So that **I can purchase products**

# The 3 C's

Source: XP Magazine 08/30/01 Ron Jeffries



- The Card
  - The Card, or written text of the User Story is best understood as an invitation to conversation
- The Conversation
  - The collaborative conversation facilitated by the Product Owner which involves all stakeholders and the team.
- The Confirmation
  - The Product Owner must confirm that the story is complete before it can be considered "done"

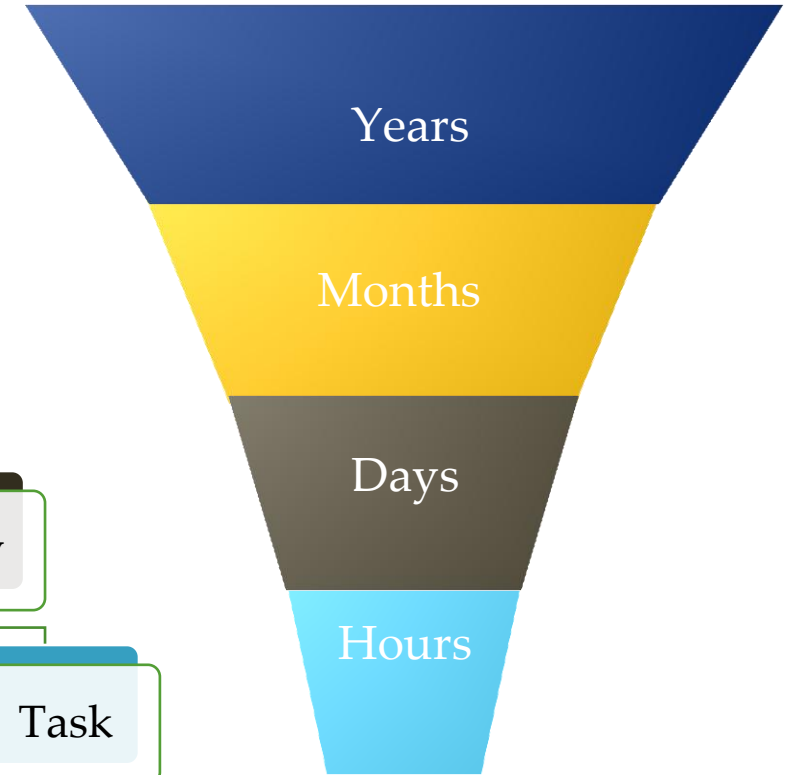
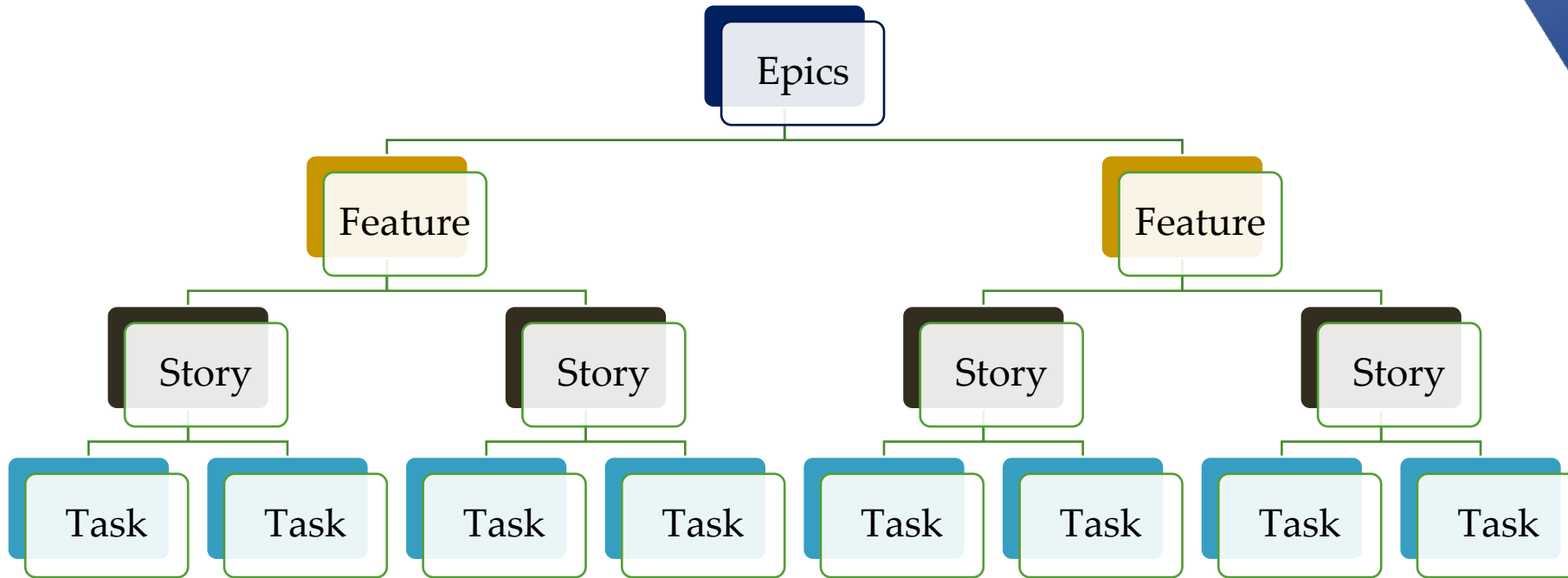


# The Card

- Pointer to the requirement
- Written in Natural language so that it is understandable to business & Team
- If a story cannot fit in the card then it has to be broken down into smaller stories

Story Name:	
Priority	##
Story	
As a	{who}
I want to	{what}
So That	{why}

# Types of Cards



# The Conversation

This can also be called as Composition. Where the details like,

- What fields are required
- How the UX will look like
- What type of control need to be placed .....


Ex:

- Should have username field (single line textbox)
- Should have First name, Last name fields (single line textbox(s))
- Should have date of birth field (calendar control)

A screenshot of a web browser window displaying a registration form. The browser's address bar shows the URL "http://www.bkart.com". The form contains the following fields: a single-line text box for "User Name", two single-line text boxes for "First Name" and "Last Name", and a date of birth field consisting of a text box with slashes and a calendar icon. At the bottom of the form are two buttons: "Register" and "Cancel".

User Name

First Name  Last Name

Date of Birth  

# The Confirmation

This will define how an User story is said to be “completed” or “done”. Team along with Product Owner defines the set of rules to be followed in order to say an User story to be considered as “done”

This also know as

- Definition of Done “DoD”
- Acceptance Criteria
- Condition of Satisfaction

Ex:

- All globally defined validations should work.
- Should display success message upon successful transaction
- Should be properly unit tested.....

Story Name:		Owner	
Priority	##	Size	
Story		Acceptance Criteria 1	
AS a	{role}	Given	{context}
I want to	{goal}	When	{condition}
So That	{value}	Then	{Outcome}
		Acceptance Criteria 1	
		Given	{context}
		When	{condition}
		Then	{Outcome}

**Given:** User accesses portal  
**When:** user successfully registers  
**Then:** should be able to see all the products

# Why User Stories

- Shifts focus from writing to talking
  - Rather writing long FRS documents, User stories forces to have detailed conversation.
- Stories are Understandable
  - They are written in natural language so that Customers and developers can understand easily
- Stories are right size for Planning
- Stories encourage collaboration between business and team



# User story is Good, When it is..

Dependencies lead to problems estimating and prioritizing. Ideally you can work on a single story without pulling in lots of other stories.

Valuable to users or customers, not developers. Rewrite developer stories to reflect value to users or customers.

Complex stories are intrinsically large. Compound stories are multiple stories in one. A story is sized appropriately when it can be completed in one iteration.



Stories are not contracts. Leave or imply some flexibility.

We need to be able to estimate our User Stories so that we can use them to create a plan..

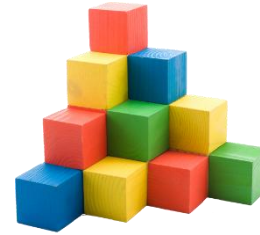
You should have an easy and binary way of knowing when a story is finished. Done or not done; not partially finished or “done...except...”.

# Benefits of User stories



## **Highest Value Delivery.**

User Stories help deliver the highest value by focusing on small and immediate customer needs.



## **Building Blocks of the Product.**

Building the product incrementally allows to rapidly adjust it to a new direction. When sliced in smaller ideas to experiment, user stories allow for quick implementation and user feedback.



## **Fosters Collaboration.**

Minimal writing of the user stories encourage the team members to talk to the user(s) or the Product Owner when they are ready to implement.



## **Boost Transparency.**

Written collaboratively on index cards, User Stories increase transparency among with the team member, Product Owner, and stakeholders.



## **Brings User Closer.**

By focusing on delivering highest customer value with each user story, the Agile teams are compelled to regularly connect with and collaborate with end users.



## **Shared Understanding.**

Working collaboratively improves the shared understanding.



# Q & A



**Thank you**

