

Effective User Stories for Agile Requirements

All projects start out to fulfill a set of requirements but the manner in which those requirements are documented or expressed has a tremendous impact on the project's success and cost. The technique of 'user-stories' originated with agile processes, but is effective for all projects, agile or not.

This class provides the knowledge and tools needed to identify and write effective and accurate user stories. Participants will learn the six attributes all user stories must exhibit as well as the five additional guidelines for taking user stories from good to better. The class will also explore the use of user role-modeling to write the tricky initial user stories for a project. During this hand-on seminar, participants put theory into action when identifying user roles and writing user stories for multiple case studies.

PMPs: This course counts for 7½ Professional Development Units.

You will learn –

- Practical, project-proven practices
- The six attributes of a good user story and how to achieve them.
- A useful project-proven template for writing user stories.
- Practical techniques for gathering user stories
- How much work to do up-front and how much to do just-in-time.
- Real world tips and tricks from the instructor's fifteen-plus years of writing product backlogs for agile projects in a wide variety of environments.

About the Instructor

Capstone's Agile Practice Director, Lou Thomas, has been leading teams in agile methodologies for 10 years. He has coached dozens of teams ranging from Fortune 100, to small privately held companies. Mr. Thomas has hands on experience leading organizational change to agile practices.

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AGENDA:

- It's a Communication Problem
- What User Stories Are
 - Card, conversation, confirmation
 - Some examples
- User Role Modeling
 - User roles
 - User role modeling
 - Personas
 - Extreme characters
 - System users
- Writing User Stories
 - The product backlog iceberg
 - Stories, epics and themes
 - Conditions of satisfaction
 - Story-writing workshops
 - Adding additional detail
- INVEST in Good Stories
 - Independent
 - Negotiable
 - Valuable
 - Estimatable
 - Sized appropriately
 - Testable
 - Additional guidelines
- A Tools Interlude
- Created Case Studies
 - Creating and selecting case studies
 - Writing the product backlogs
 - Sharing insights
- What User Stories Are Not
 - Use cases
 - IEEE 830 Software Requirements Specs
- Why user stories
- Why not user stories