User Stories

• Similar to Use Cases but not the same
  – User stories are centered on the result and the benefit of the thing you’re describing, whereas use cases are more granular, and describe how your system will act. From: http://www.boost.co.nz/blog/2012/01/use-cases-or-user-stories/

• Use cases: actors – scope – goals – steps – success
  – Details of most important requirements worked out ahead of time to ensure that everyone is on the same page
  – Useful for groups of similar stories and describing overall system
    • Use cases decompose stories into actions in the system

• User stories: scope of a feature + acceptance criteria
  – Each feature is captured as a story; stories easily prioritized
  – A story is a place holder for discussion and planning poker in a sprint

See recommended reading links for examples and suggestions
Writing Good User Stories

• It's typically difficult to get started writing good user stories
  – Here are 4 steps to make it easier

1. As a [role], I can [feature] so that [reason]
2. Use index cards and a sharpie
3. Make it testable with acceptance criteria or demo plan
4. Connect the dots

From: http://codesqueeze.com/the-easy-way-to-writing-good-user-stories/
As a [role], I can [feature] so that [reason]

• Role – a person; feature – something your project does; reason – a solution to a problem the person has
  – This is a pattern that is commonly used for stories

  As a account owner, I can check my balance online so that I can access my daily balance 24 hours a day.

• Variations
  – As a [role], I want [feature] because [reason]
  – As a [role], I can [feature]
  – As a [role], I can [feature] so that [reason]
Use index cards and a sharpie

• Although there is software out there to help you with this
  – Jira, Trello, Pivotal tracker

• Physically writing out stories facilitates keeping the story clear, concise, and of the appropriate size
  – Keep them short and sweet and unambiguous
    • Goal is to aid communication, not overly detailed or long-winded
  – It also enables you to doodle/draw the outline of the user interface

• If it doesn’t fit, break up the story into sub-stories
• If they are short and sweet and without detail, how do we know when they are “done”?

• Include an acceptance test (what to demo when done):
  
  Scenario 1: Title
  Given [context]
  And [some more context]…
  When [event]
  Then [outcome]
  And [another outcome]…

  Example
  Scenario 1: Account balance is negative
  Given the account’s balance is below 0
  And there is not a scheduled direct deposit that day
  When the account owner attempts to withdraw money
  Then the bank will deny it
  And send the account owner a nasty letter.

• All tests should fit on back of story card (in sharpie)
  – If they don’t, break up the story into two
  – You should be able to code them in a few lines of code