

Effective User Stories for Agile Requirements

Projects start with their requirements. How those requirements are documented or expressed has a tremendous influence on the rest of the project. Capturing those requirements and making them clear to all concerned is much easier with a technique called user stories. Though the technique emerged from the agile processes, writing user stories is effective for all time-constrained projects, agile or not.

In this seminar, you will learn how to identify and write good user stories. You'll discover the six attributes all good stories must exhibit and be introduced to five additional guidelines for writing better stories. Together, we will explore how to employ user role modeling when gathering a project's initial stories.

During this hands-on seminar we will use multiple case studies to practice identifying user roles and writing stories.

PMPs: This course counts for 8 Professional Development Units.

You Will Learn

- The six attributes of a good story and how to achieve them
- A useful 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

About the Instructor

Mike Cohn is the author of *User Stories Applied for Agile Software Development* and *Agile Estimating and Planning*, as well as books on Java and C++ programming. With more than 20 years of experience, Mike has previously been a technology executive in companies of various sizes, from startup to Fortune 40. A frequent magazine contributor and conference speaker, Mike is a founding member of both the Agile Alliance and the Scrum Alliance.



Agenda

It's a communication problem

What user stories are

- Card, conversation, confirmation
- Some examples
- Adding detail
- The product backlog iceberg
- Augmenting user stories

Users and user roles

- Proxy bias
- User roles
- User role modeling
- Personas
- Extreme characters

Gathering stories

- Questionnaires
- Observation
- User interviews
- Story-writing workshops

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
- Lessons learned

What user stories are not

- Use cases
- IEEE 830 Software Requirements Specs

Why user stories

Why not user stories

For more information contact Mike Cohn

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