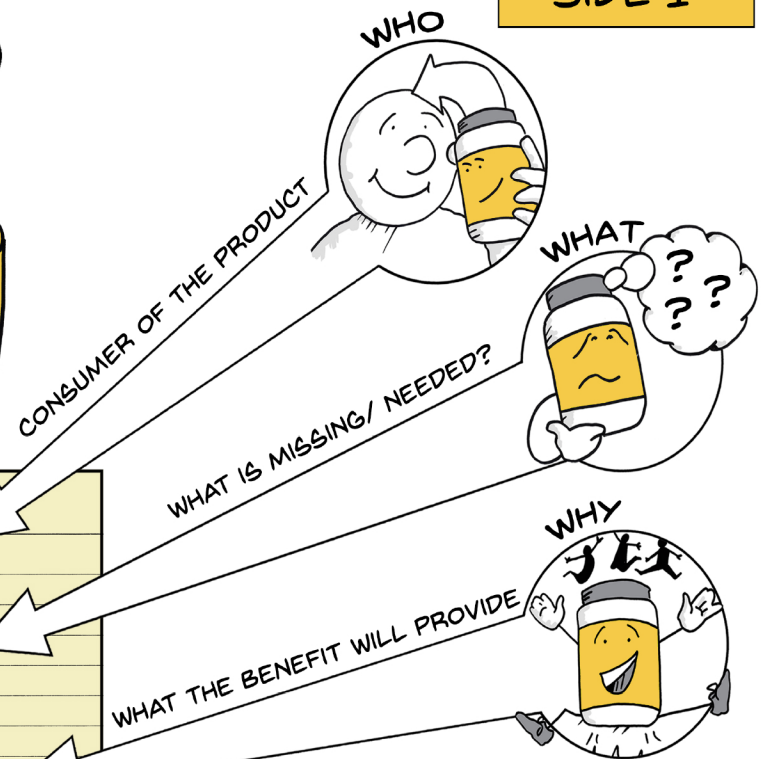


# WRITING USER STORIES

## WHAT



**AS AN:** AGILE TEAM MEMBER

**I WANT:** TO UNDERSTAND HOW TO DEVELOP USER STORIES

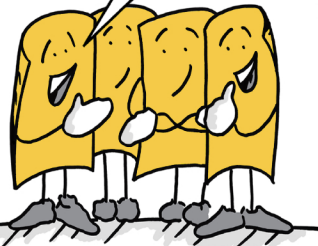
**SO THAT:** REQUIREMENTS ARE REFINED AT THE RIGHT TIME FOR THE TEAM TO UNDERSTAND

FRONT

CARD



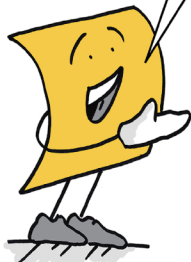
CONVERSATION



CONFIRMATION



A GOOD USER STORY IS...



- I**NDPENDENT
- N**EGOTIABLE
- V**ALUABLE
- E**STIMABLE
- S**MALL
- T**ESTABLE

THE INVEST MODEL AS DEVELOPED BY BILL WAKE, AUG 2003

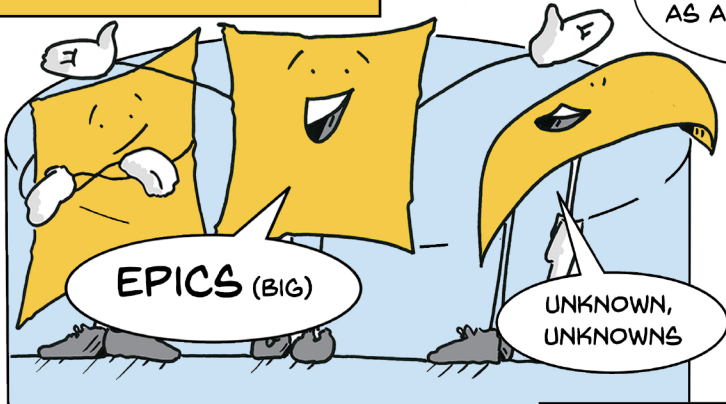
3Cs

DEFINITION OF READY

REFINING STORIES

SPLITTING STORIES

A USER STORY IS TYPICALLY SIZED AS A WEEK OR LESS IN EFFORT



1. **WORKFLOW STEP**  
DOES THE STORY DESCRIBE A WORKFLOW? CAN YOU TAKE A THIN SLICE THROUGH THE WORKFLOW & ENHANCE WITH MORE STORIES LATER?
2. **BUSINESS RULE VARIATIONS**  
DOES THE STORY HAVE A VARIETY OF BUSINESS RULES? CAN YOU START WITH A SUBSET OF RULES FIRST?
3. **MAJOR EFFORT**  
WHEN YOU APPLY THE OBVIOUS SPLIT, IS THE STORY YOU DO FIRST THE MOST DIFFICULT?
4. **SIMPLE/ COMPLEX**  
DOES THE STORY HAVE A SIMPLE CORE THAT CAN BE ENHANCED WITH LATER STORIES?
5. **VARIATIONS IN DATA**  
DOES THE STORY DO THE SAME THING TO DIFFERENT KINDS OF DATA? CAN THE STORY PROCESS ONE KIND OF DATA FIRST & ENHANCE WITH OTHER KINDS LATER?
6. **DATA ENTRY METHODS**  
CAN YOU SPLIT THE STORY TO BUILD THE SIMPLEST POSSIBLE UI & THEN BUILD THE MORE USABLE OR FANCIER UI LATER?

ACCEPTANCE CRITERIA

CONDITIONS THAT A STORY MUST SATISFY TO BE ACCEPTED BY A CUSTOMER OR END USER

CAN BE POSED IN THE FORM OF QUESTIONS

WHAT ELSE DO DEVELOPERS NEED TO KNOW ABOUT THIS STORY?

CONVEY YOUR EXPECTATIONS & ANY ASSUMPTIONS

REVERSE

7. **DEFER PERFORMANCE**  
COULD YOU SPLIT THE STORY TO JUST MAKE IT WORK FIRST & THEN ENHANCE IT TO SATISFY THE NON FUNCTIONAL REQUIREMENTS, E.G. SPEED?
8. **OPERATIONS (E.G. CRUD)**  
CAN YOU SPLIT THE OPERATIONS INTO SEPERATE STORIES?
9. **BREAK OUT A SPIKE**  
ARE YOU STILL BAFFLED HOW TO SPLIT THE STORY? CAN YOU FIND A SMALL PIECE TO START WITH WHILST CONDUCTING AN INVESTIGATION FOR THE REMAINING STORY?

FEATURES (SMALLER)

KNOWN, UNKNOWNNS

USER STORIES (SMALL ENOUGH)

KNOWN, KNOWNS

DEFINITION OF READY

THERE ARE 9 STANDARD STORY SPLITTING PATTERNS



THE 9 PATTERNS FOR SPLITTING USER STORIES AS DEVELOPED BY RICHARD LAWRENCE, OCTOBER 2009