COURSE NAME : 19CST201-Agile Software Engineering

II YEAR/ III SEMESTER

Topic: User Stories

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User Story

- A story is a requirement which defines what is required by the user as functionality

- A user story can be in two forms

  - As a <User Role > I want <Functionality > so that <Business Value>

  - In order to <Business Value> as a <User Role > I want <Functionality>

- During release planning, a rough estimate is given to a user story using relative scale as points

- During iteration planning , story is broken down into tasks
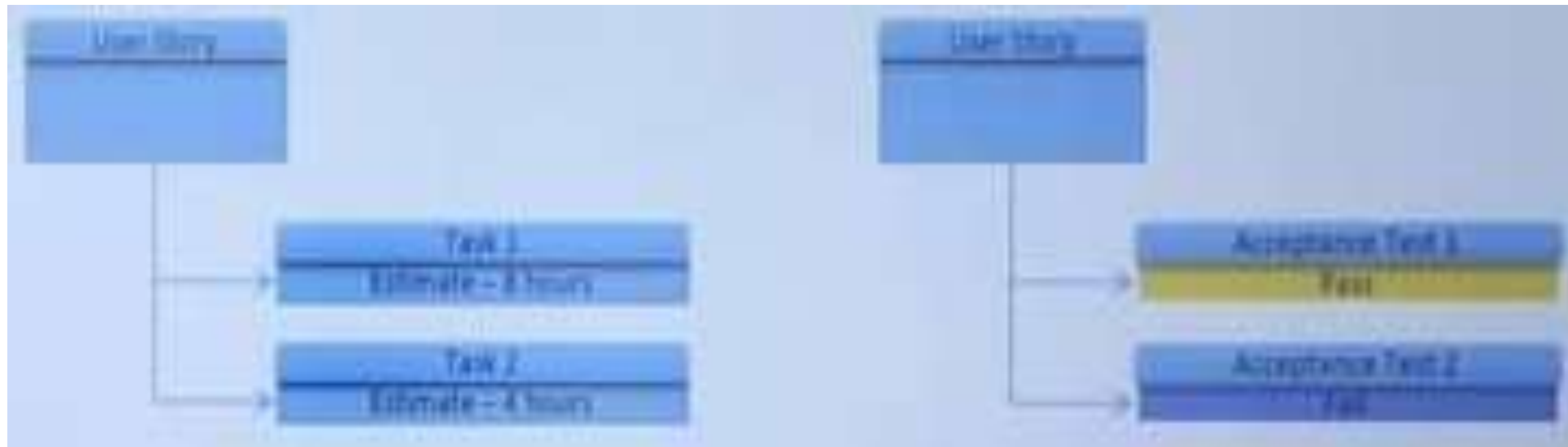
Relationship of User Stories and Tasks

- User story talks about what to be done
  - It defines what a user needs
- Tasks talks about how to be done.
  - It defines how functionality is to be implemented
- Stories are implemented by tasks. Each story is collection of tasks

Relationship of User Stories and Tasks

- User story is divided into tasks when it is planned in current iterations
- Tasks are estimated in hours, typically from 2 to 12 hours
- Stories are validated using acceptance tests .

When a Story is Done ?

- Team decides what done means. Criteria may be
  - ✓ All tasks (development, testing) are completed
  - ✓ All acceptance tests are running and are passed
  - ✓ No defect is open
  - ✓ Product owners has accepted the story
  - ✓ Deliverable to the end users