User Stories: Best and Worst Practices

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Introduction

My information sources

- User Stories Applied [Mike Cohn]
- Extreme Programming Installed [Ron Jeffries]
- Discussions with Mike and Ron
- My Experiences Coaching 5 Teams

Ideal Pre-Reqs for this talk

- Some knowledge of User Stories
 - Sprint Level
- 3 Components of a User Story
- Familiarity with Acceptance Testing Basics
 - "Test that...", "Test with..."
 - Specification by Example
 - Given/When/Then

Terminology

- Scrum Terms but they translate
- Acceptance Tests
 - Synonyms Story Tests, Test Confirmations
 - Conceptual Acceptance Test
 - Test that the button is disabled after clicking it.
 - Executable Acceptance Test
 - Test Script (manual or automated)
 - Story Tests are Conceptual

Disclaimers

Don't Shoot the Messenger!

Overview

- Best Practices
- User Story Maturity
- User Story Utopia
- Worst Practices
- Super Quick Retrospective

Best Practice: 3 Components and 2 Must Haves

- 3 Components for Every User Story
 - 1. Title/Short Description (aka Card)
 - 2. Verbal Discussions (aka Conversation)
 - 3. Acceptance Tests (aka Confirmations)
- 2 "Must Have" Story Characteristics
 - 1. Direct Value to External Stakeholder
 - Often times in GUI but not always
 - 2. Describes Change to SuD

Best Practice: Adhere to the User Story Vision

- Card
 - Token for Planning
 - Reminder to have Conversations
 - Jot down details
- Conversation
 - Draw out requirements details, sizing
- Confirmation
 - Confirm that requirements were met

User Story Vision

- Very small features (2-3 person days)
- Tons of Conversations
- Extremely light documentation
- Large % of Acceptance Tests Automated
- If you can't adhere to the vision, then try to progress towards the vision.

More Best Practices

(Try to progress maturity in this order)

- 1. Best Practice: PO 100% Allocated
- 2. Best Practice: PO Co-located
- 3. Best Practice: Weekly Backlog Grooming (with PO)

More Best Practices

- 4. Best Practice: Multiple Acceptance Testing Styles
- 5. Best Practice: Immediate Story Signoff
- 6. Best Practice: (2-3 days)
 - Days per person or pair
 - Need Mad Story Slicing Skillz
- 7. Best Practice: Acceptance Tests Automated (90+%)

User Story Maturity

Points	Best Practice
15*	3 Components/2 Must Haves (* Required)
15	PO 100% Allocated
5	PO Co-located(Talking Distance)
10	Weekly Backlog Grooming
10	Multiple Acceptance Testing Styles(4+)
5	Immediate Story Signoff
20	Small Stories (2-3 Person Days)
20	Acceptance Tests 90+% Automated
Score	Maturity Level
25-39	Beginning Team
40-79	Intermediate Team
80-89	Advanced Team
90+	Expert Team

Break for questions

The User Story Vision

The User Story Players Present...

User Story Utopia

Break for questions

Violating 3 Components and 2 Must Haves

- Worst Practice: Story == Sentence
- Worst Practice: Story == Card
- Worst Practice: Acceptance Test Absence
- Worst Practice: Story == Project Task
- Bad Practice: Technical Stories

Violating the User Story Vision

- Worst Practice: Product Owner Bottleneck
- Worst Practice: Too Many Swollen Stories
- Worst Practice: Too Much Template
- Bad Practice: All Verbal Too Soon
- Bad Practice: Draconian Documentation

Super Quick Retro

- On one index card:
 - Questions to be answered by email
 - Be sure to write your email address
- On another index card:
 - Rate Presentation 1 to 10
 - (categories? Material/Presenter/Audio
 - 1 or 2 (or more) things you liked
 - 1 or 2(or more) suggested changes

How to Contact Me

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