

# ELEN4010: Software Development III

User stories and project planning

# Outline

---

- ▶ Requirements
- ▶ Use Cases
- ▶ User Stories
  - ▶ Building a system
  - ▶ Writing User Stories
  - ▶ User roles
  - ▶ Good stories
  - ▶ User Story mapping
  - ▶ Story estimation



# What is a requirement?

---

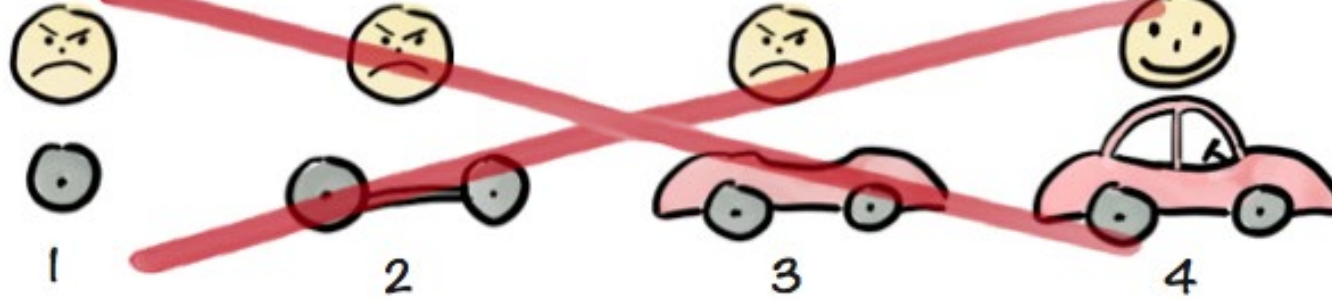
- ▶ **Wikipedia:** A statement that identifies a necessary attribute, capability, characteristic or quality of a system, for it to have value and utility to a customer or stakeholder
- ▶ **Succinct definition:** Describes what the system must be or provide in order to be useful

What are the characteristics of good requirements?

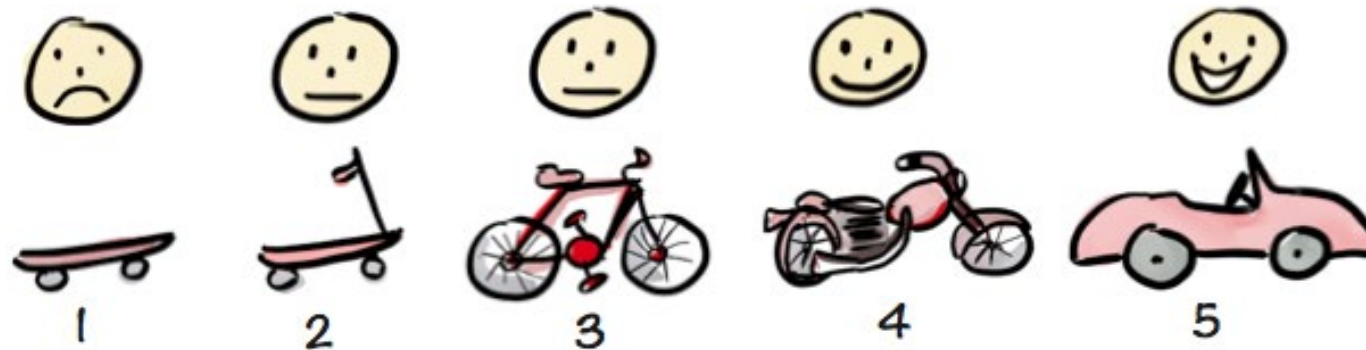


# Building a Car

Not like this....



Like this!

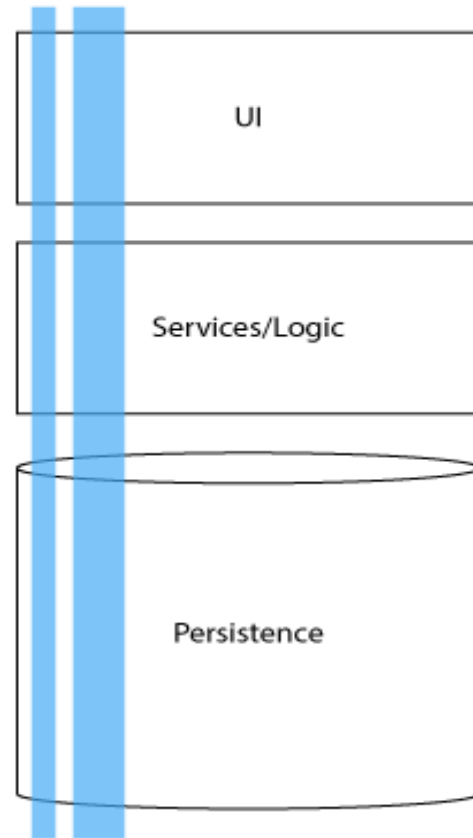


# Slices

---

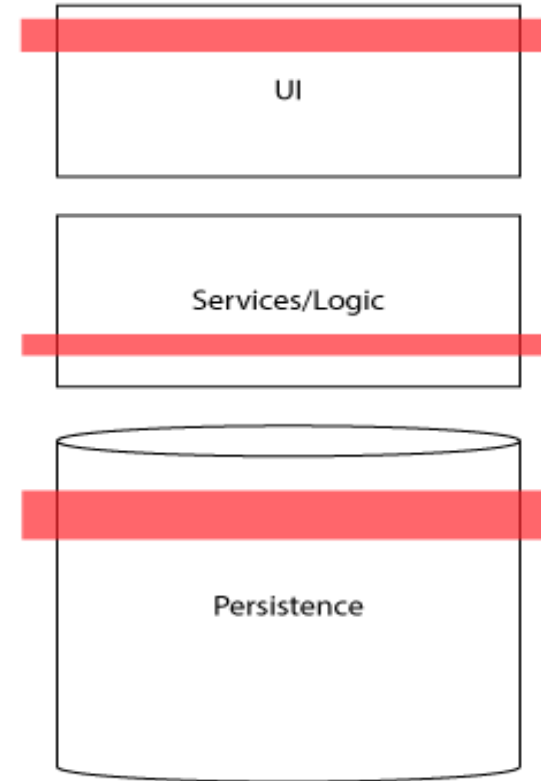
## Vertical Slices

include changes to each architectural layer sufficient to deliver an increment of value



## Horizontal Slices

multiple slices must be completed to deliver an increment of value



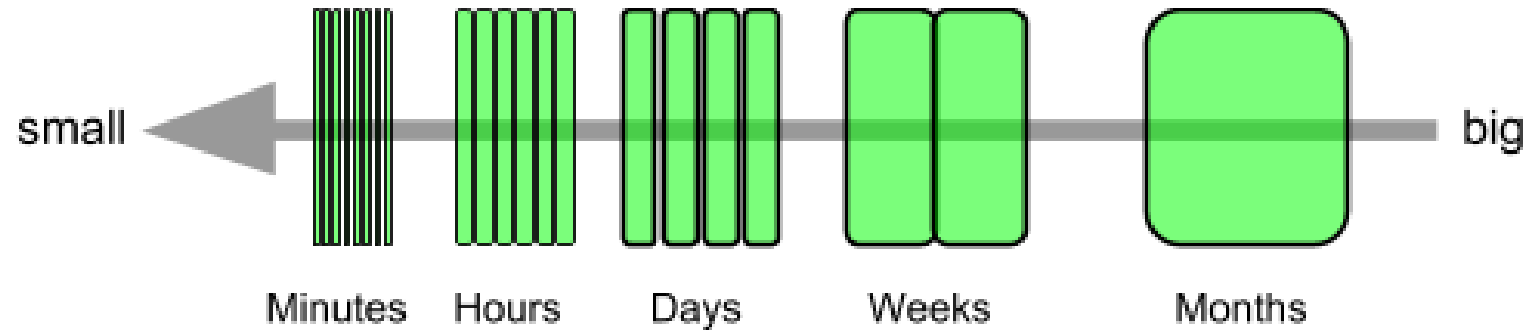
<https://www.humanizingwork.com/the-humanizing-work-guide-to-splitting-user-stories/>

---



# Shrinking Stories; Maintaining Slices

---

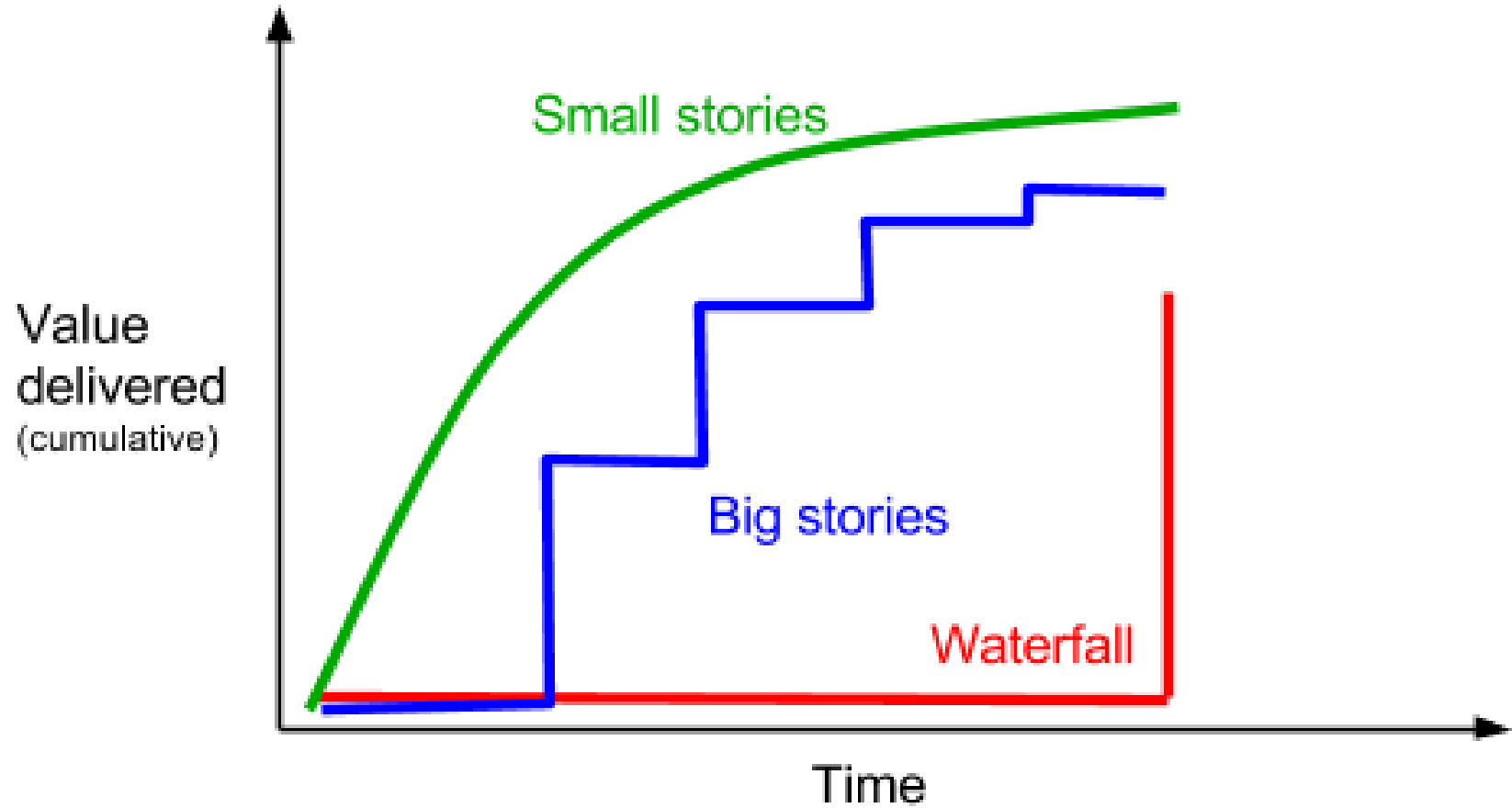


<http://bit.ly/1ktFnaY>



# Value Delivered Over Time

---



<http://bit.ly/1ktFnaY>



# User Story Mapping - Backbone

---

Watching a film on a mobile device



<https://www.atlassian.com/blog/2016/05/guide-to-agile-user-story-maps>

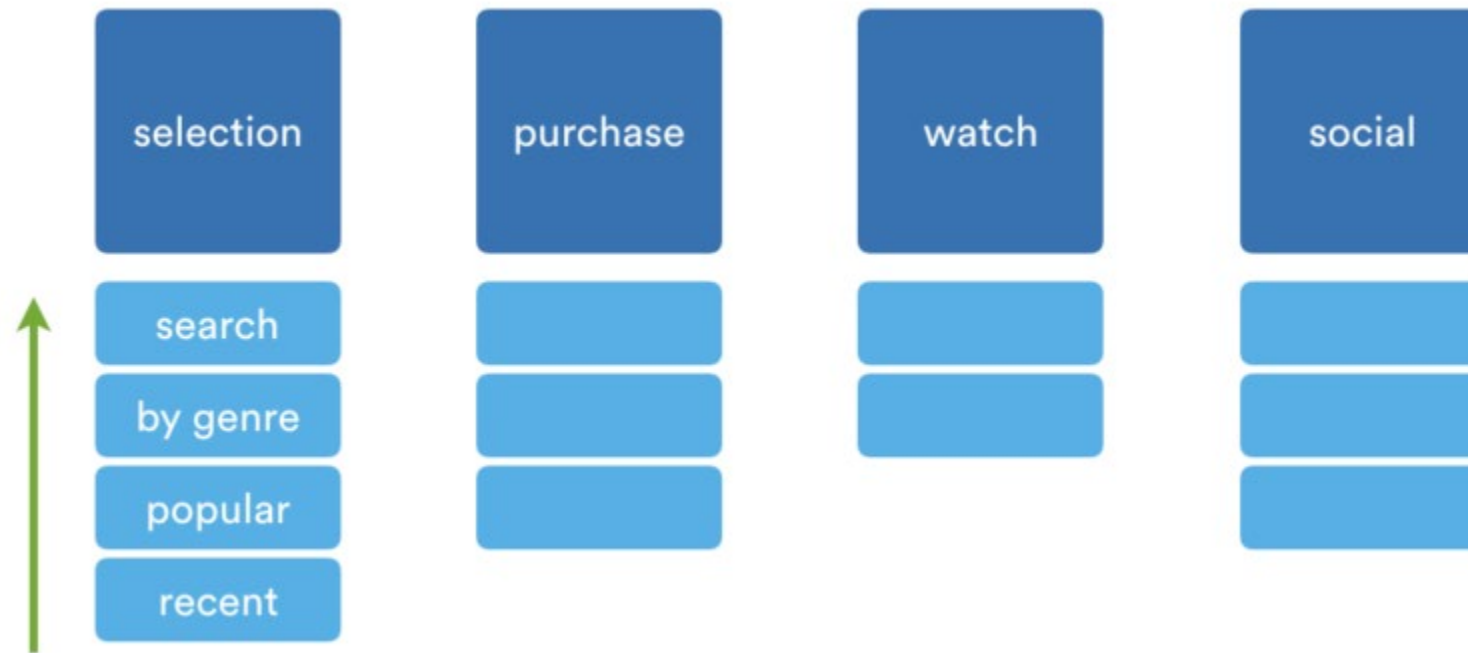
---





# User Story Mapping - Stories

---



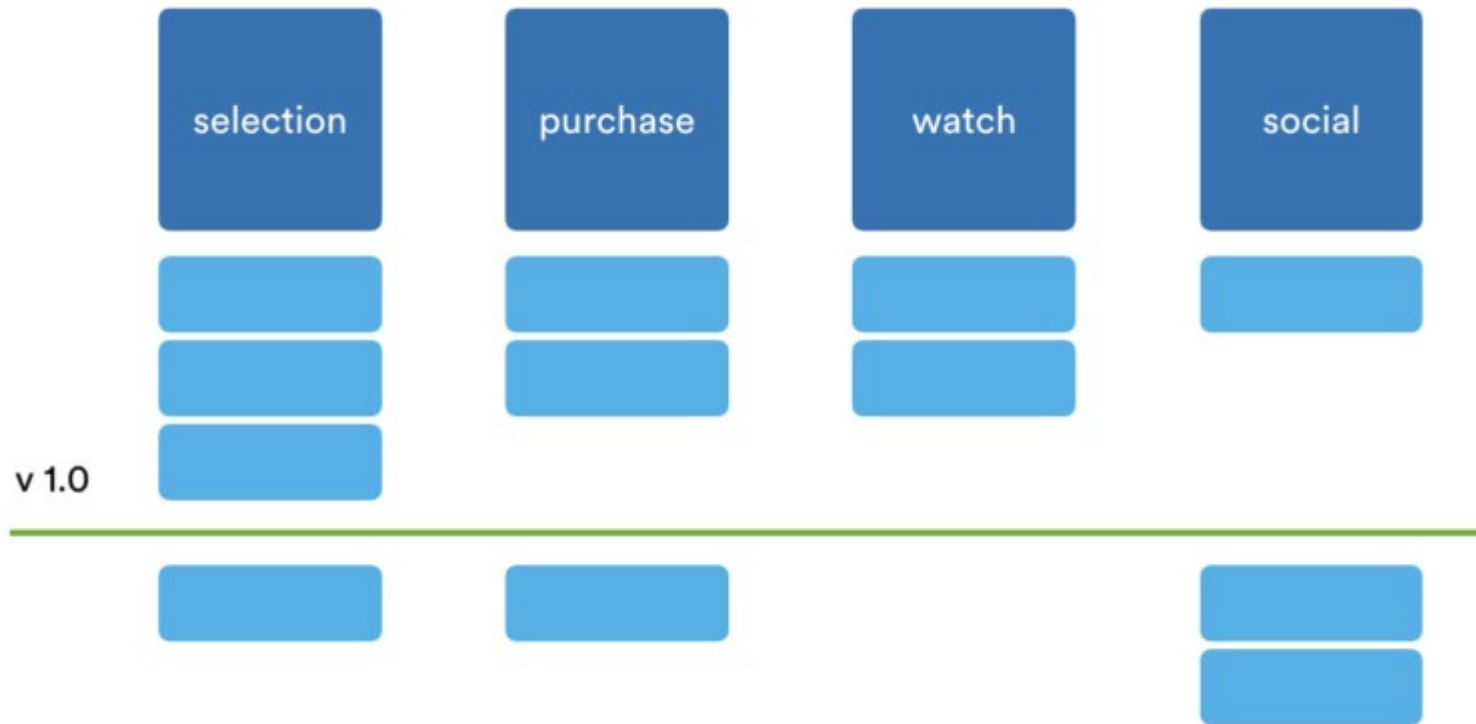
<https://www.atlassian.com/blog/2016/05/guide-to-agile-user-story-maps>

---



# User Story Mapping – Releases

---



<https://www.atlassian.com/blog/2016/05/guide-to-agile-user-story-maps>

---

