

User Stories are the most common means of representing requirements on agile projects. A user story describes system functionality that is valuable to a user or purchaser of a system. Acceptance tests are written to clarify and verify the behavior of user stories. In this course, you will learn how to write effective user stories and acceptance tests, and how to map your existing requirements processes to an agile approach.

Course Objectives:

- Learn how user stories affect the agile planning process
- Identify stakeholders and describe user roles and personas
- Develop a meaningful vision statement
- Write and evaluate user stories
- Write agile use cases
- Identify and document non-functional requirements and business rules
- Learn how to manage changes to agile requirements
- Learn the characteristics of an effective user representative
- Learn how to use lightweight techniques for iterative requirements gathering
- Learn how to conduct story writing workshops using low-fidelity prototypes
- Write acceptance tests scenarios for user stories
- Identify common story “smells”
- Learn how agile retrospectives are used to evaluate and improve iterations
- Learn to prioritize and estimate user stories for iterations and releases

Audience: This course is intended for users, product managers, business analysts, developers, or testers who are currently responsible, or will be in the near future, for gathering and documenting requirements using agile methods.

Prerequisites: None

Number of Days: 2 days

<p>1</p>	<p>The Big Picture Course agenda Introductions How agile values affect requirements engineering The benefits and risks of an agile approach to requirements The agile requirements process</p>	<p>3</p>	<p>Agile planning processes <i>Activity: Define the vision</i> Modeling User Roles Defining user roles <i>Activity: Brainstorm user roles</i> Prioritizing user roles Developing personas <i>Activity: Describe a user role and a persona</i></p>
<p>2</p>	<p>Defining the Vision Roles in agile development Identifying project stakeholders <i>Activity: Identify stakeholders</i> Defining the project vision</p>	<p>4</p>	<p>Writing User Stories Writing user stories Guidelines for good stories <i>Activity: Identify and write user stories</i></p>

Writing agile use cases
Capturing other types of requirements
Activity: Write agile use cases and non-functional requirements

- 5 **Gathering User Stories**
Lightweight requirements gathering
Working with user proxies
Conducting interviews
Using observation
Group techniques
Building low-fidelity user interface prototypes
Conducting a story-writing workshop
Activity: Conduct a story writing workshop

- 6 **Testing User Stories**
Writing acceptance test scenarios
Detecting story “smells”
Activity: Write acceptance tests scenarios for user stories
Handling defects

- 7 **Planning with User Stories**
Planning iterations and releases
Prioritizing the product backlog
Activity: Prioritize stories for an iteration
Estimating with story points
Using stories to plan releases and iterations

- 8 **Course Retrospective**
Course Review
Agile retrospectives
Activity: Workshop retrospective