

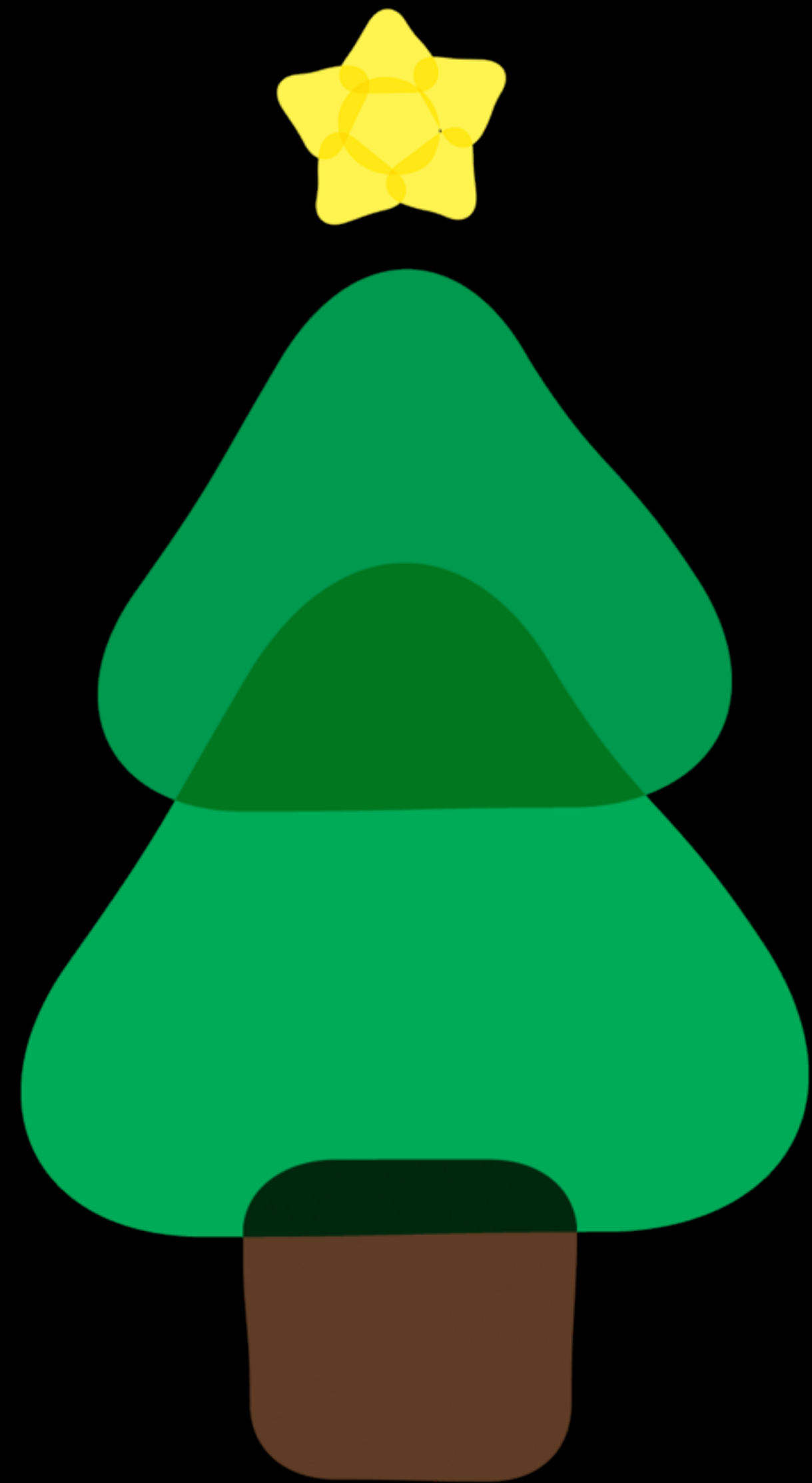
ThoughtWorks®

Better user stories

Codemotion Berlin - 24 October 2016





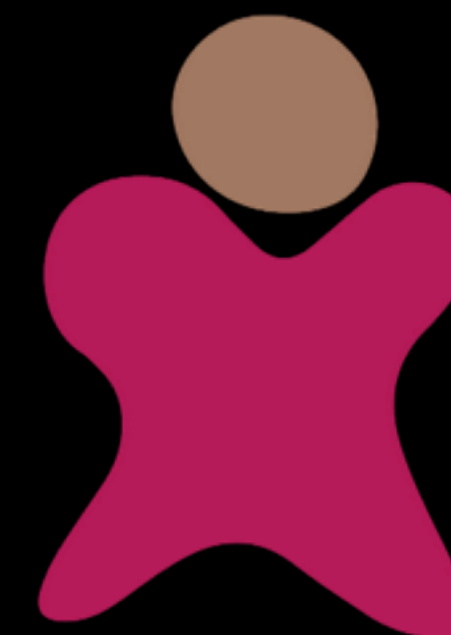




CLIENT

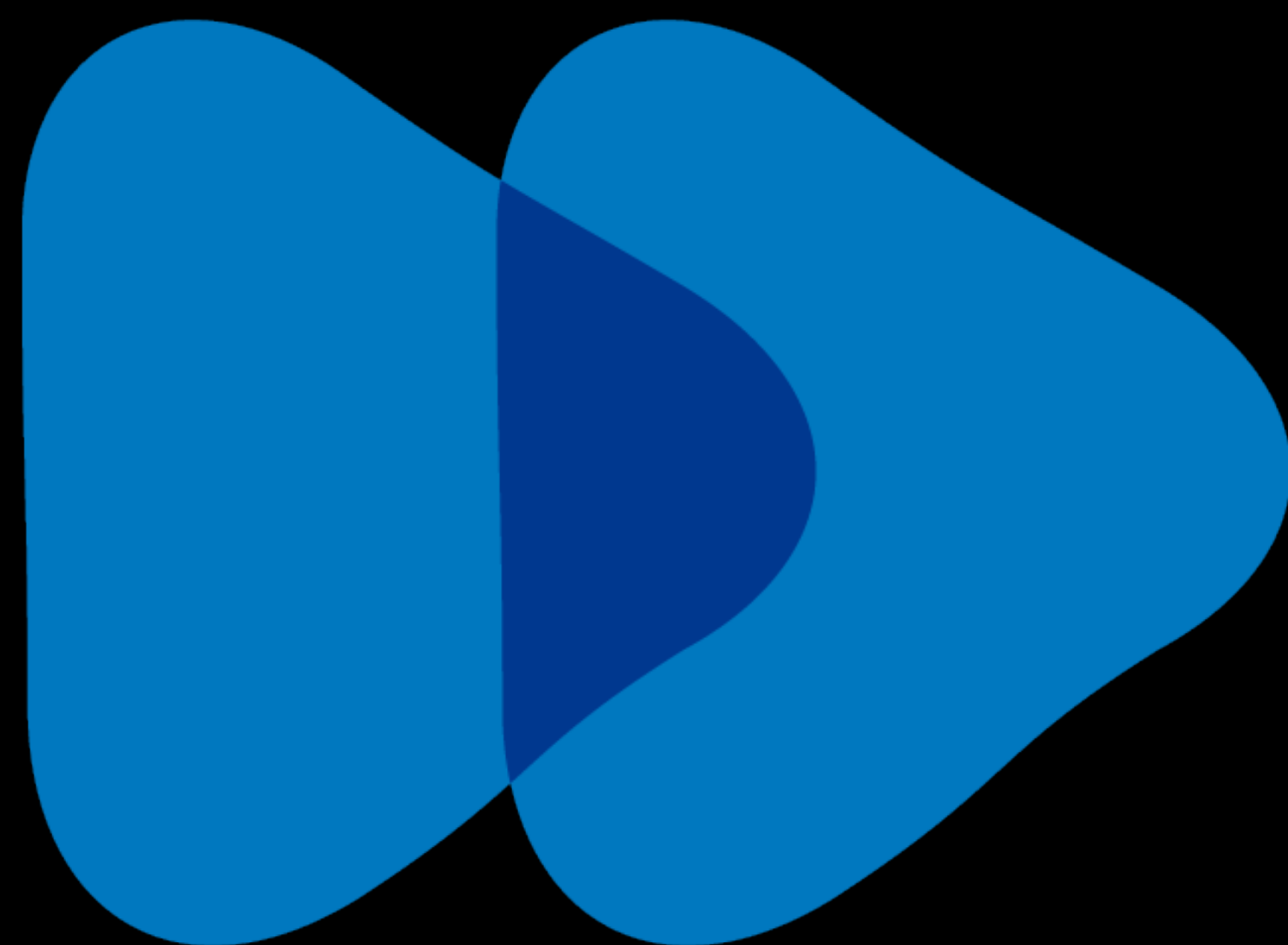


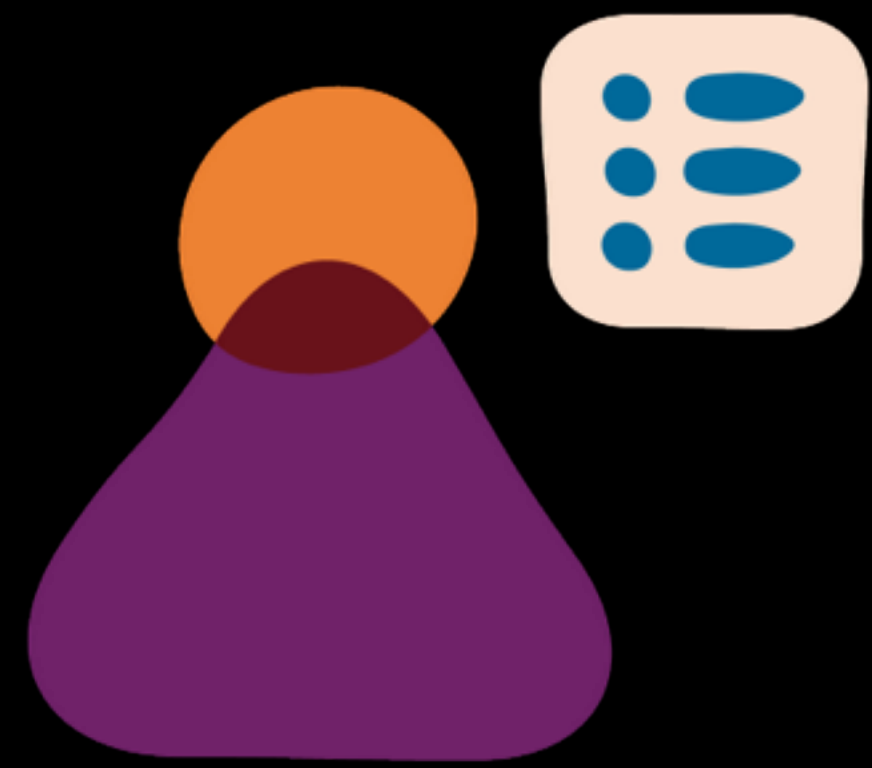
TEAM



CUSTOMERS







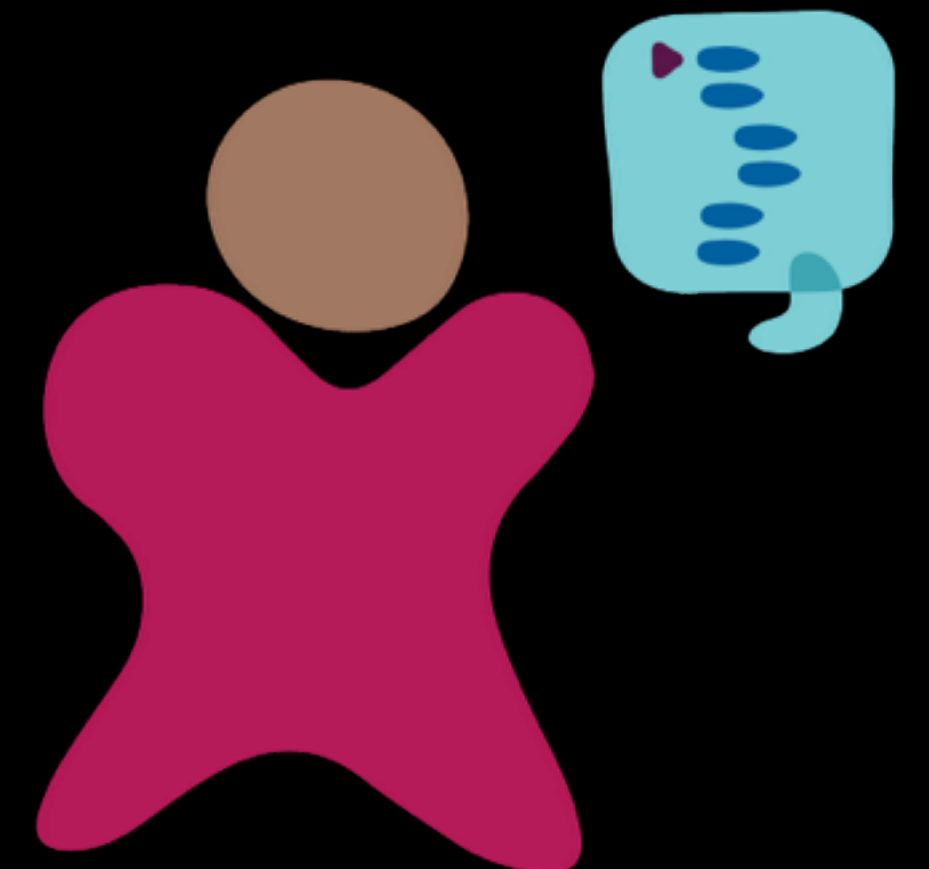
CLIENT



DESIGNERS



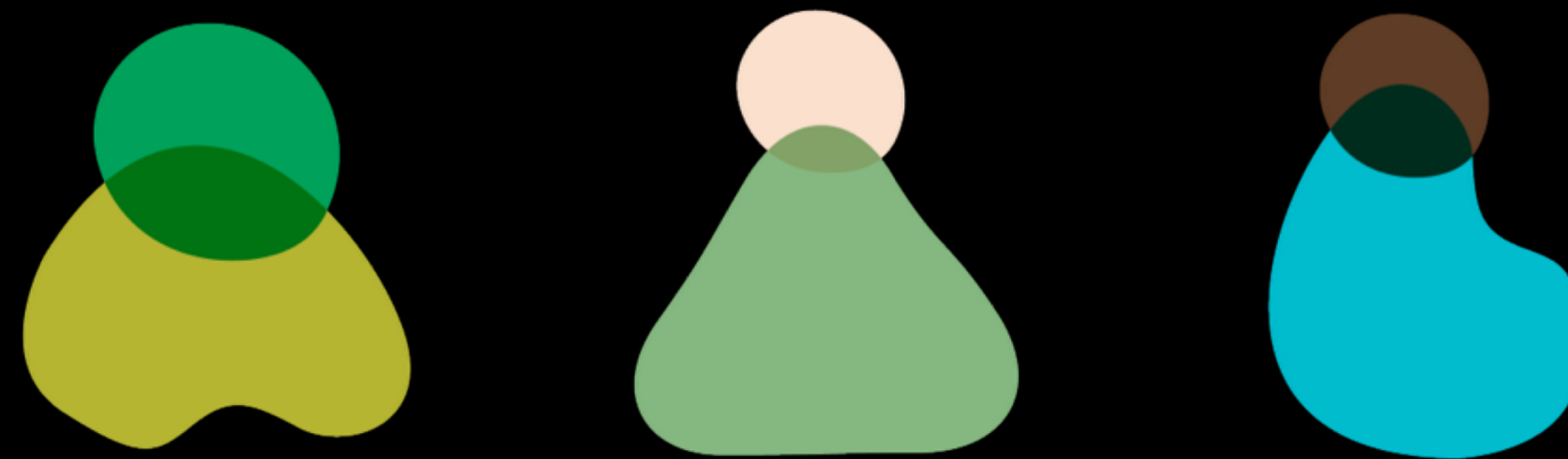
**PROJECT
MANAGER**



DEVELOPERS







3 PEOPLE



**LET'S GET TO KNOW
EACH OTHER**

Step 8 - the result!



- final touch
- here it is!

MATTEO CAVUCCI



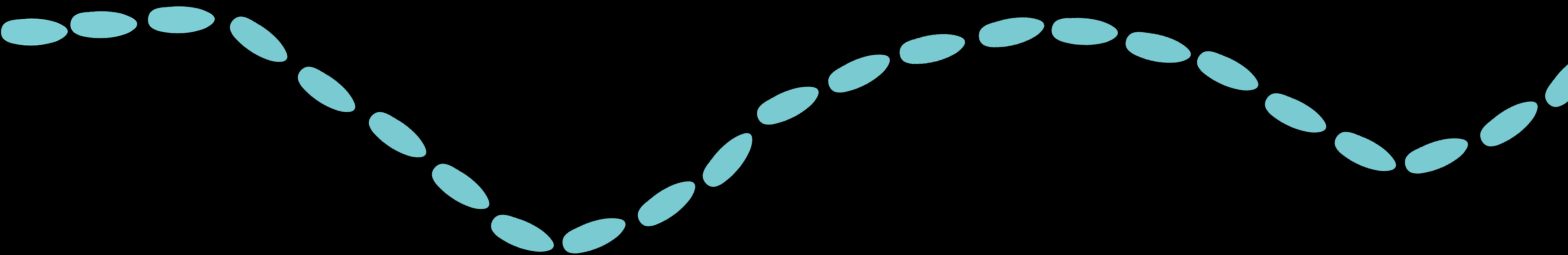
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WHAT ABOUT YOU?

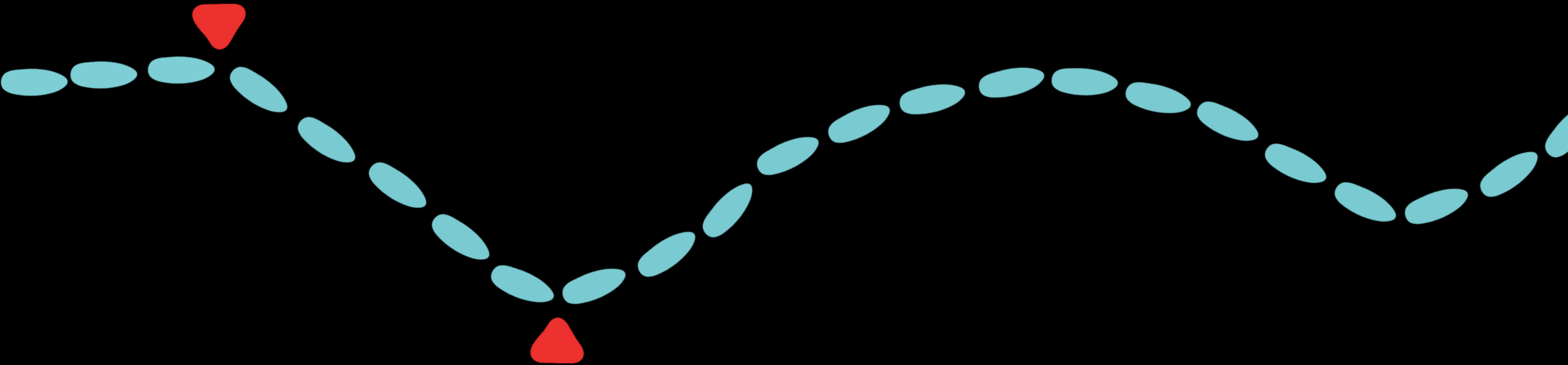
A SMALL OVERVIEW

What user
stories?



A SMALL OVERVIEW

What user stories?



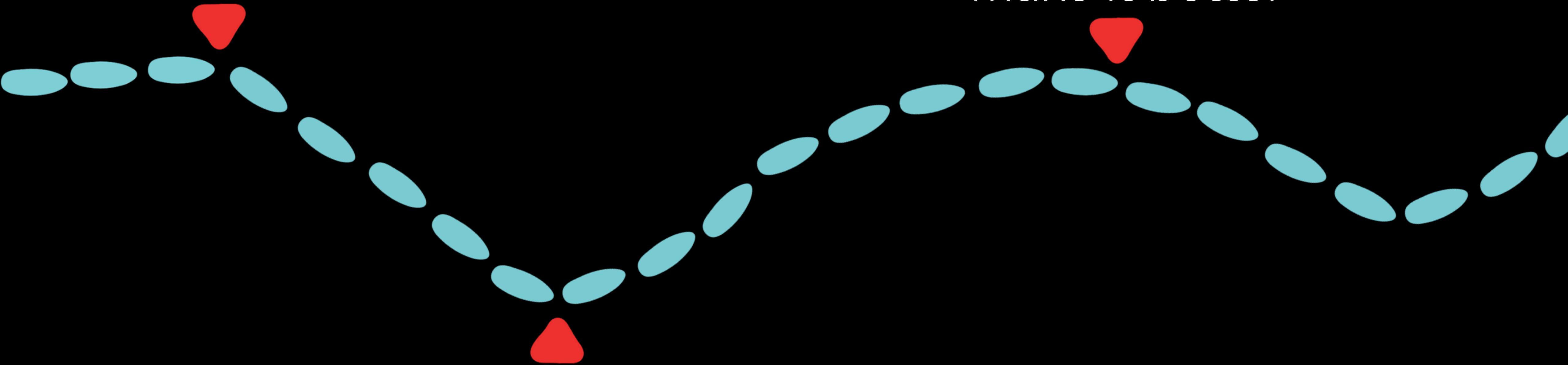
Why user stories are different

A SMALL OVERVIEW

What user stories?

How can we make it better

Why user stories are different

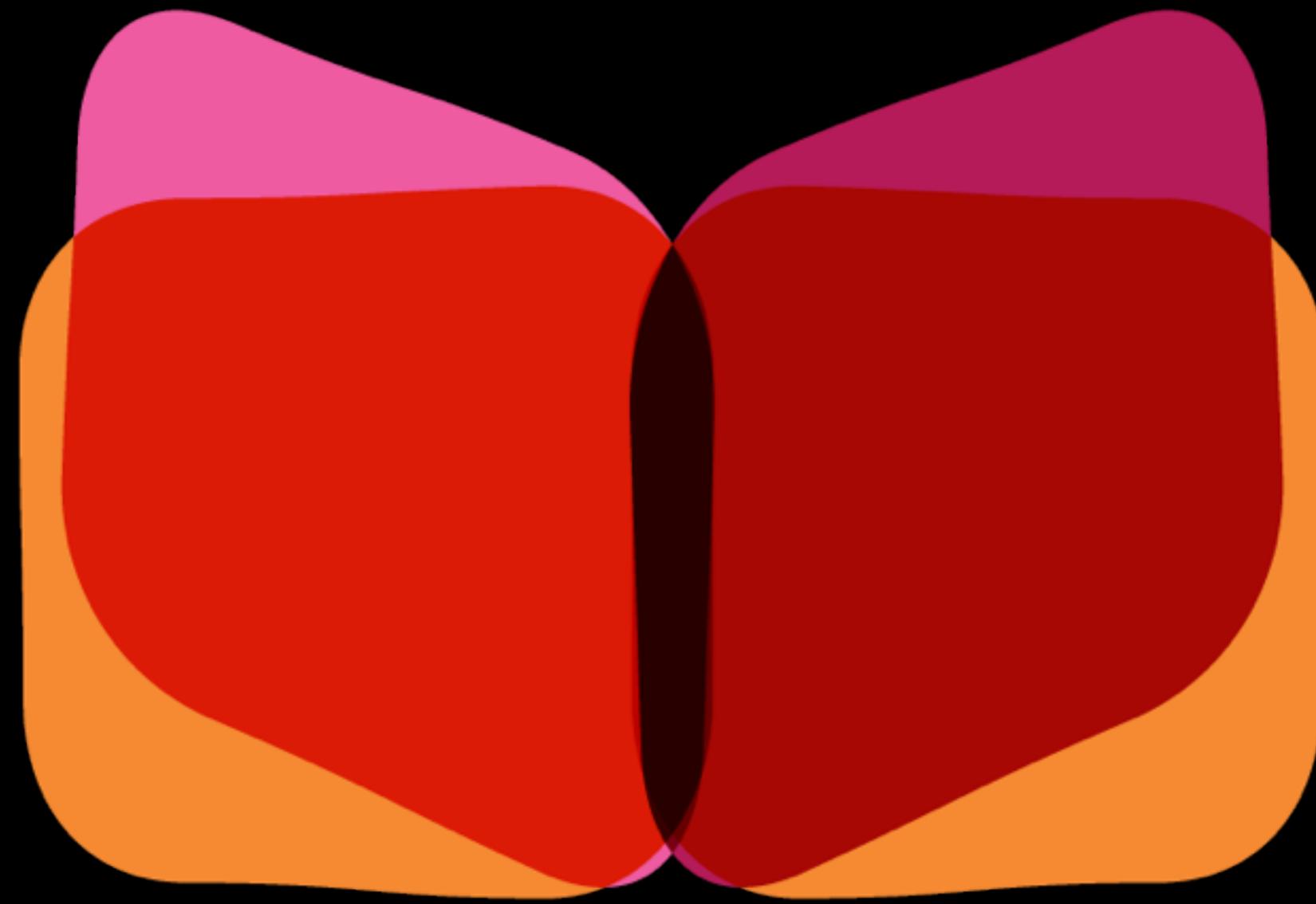


WHAT IS AN USER STORY?



KENT BECK

NATURAL LANGUAGE NARRATIVES



BOOK OF REQUIREMENTS







In green Happy
Birth day
In red
Megan!



No job is so simple that it
cannot be done wrong.



Shared documents are not
shared understanding.



– **JEFF PATTON**

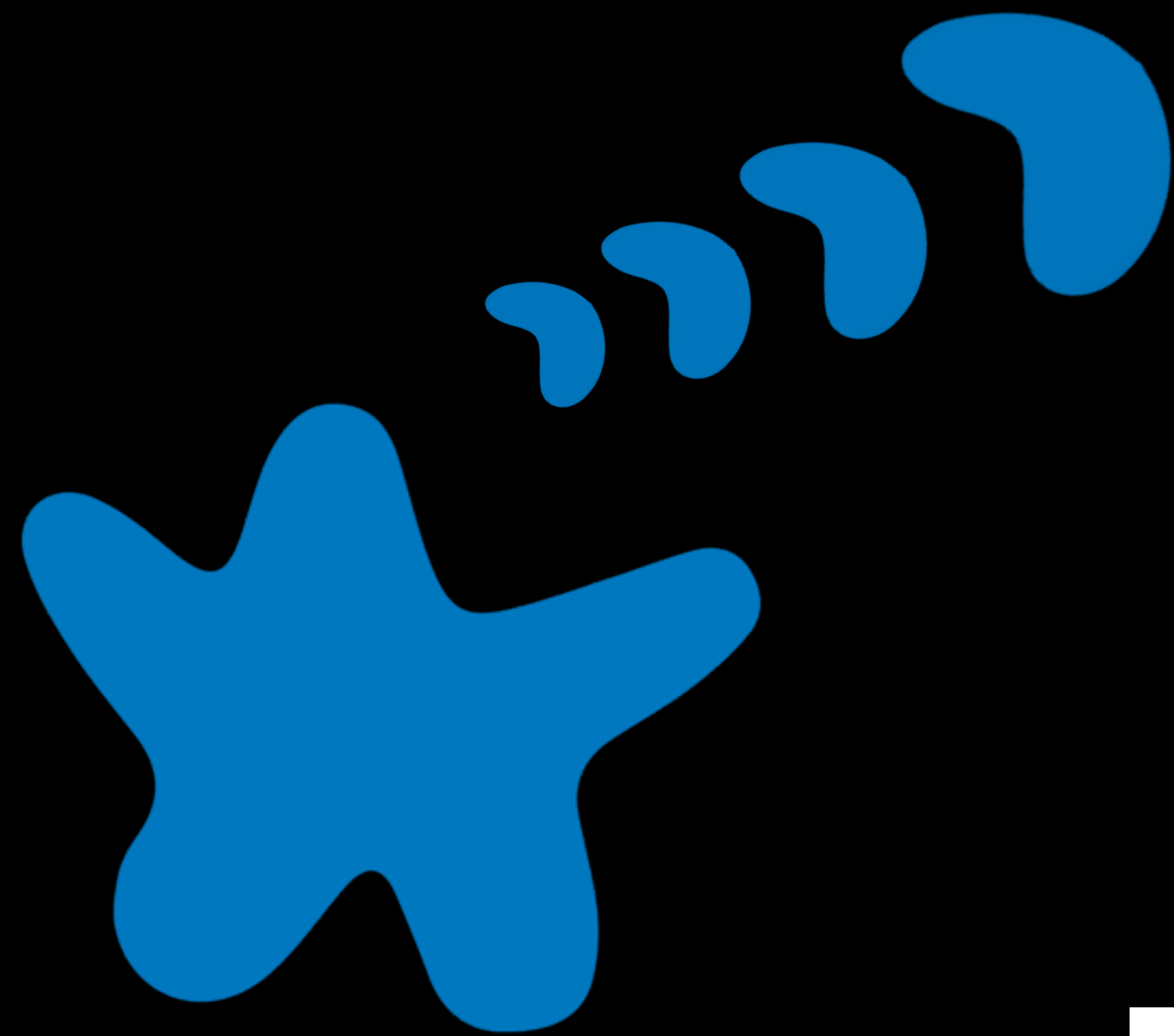
**USER STORIES
ARE DIFFERENT**



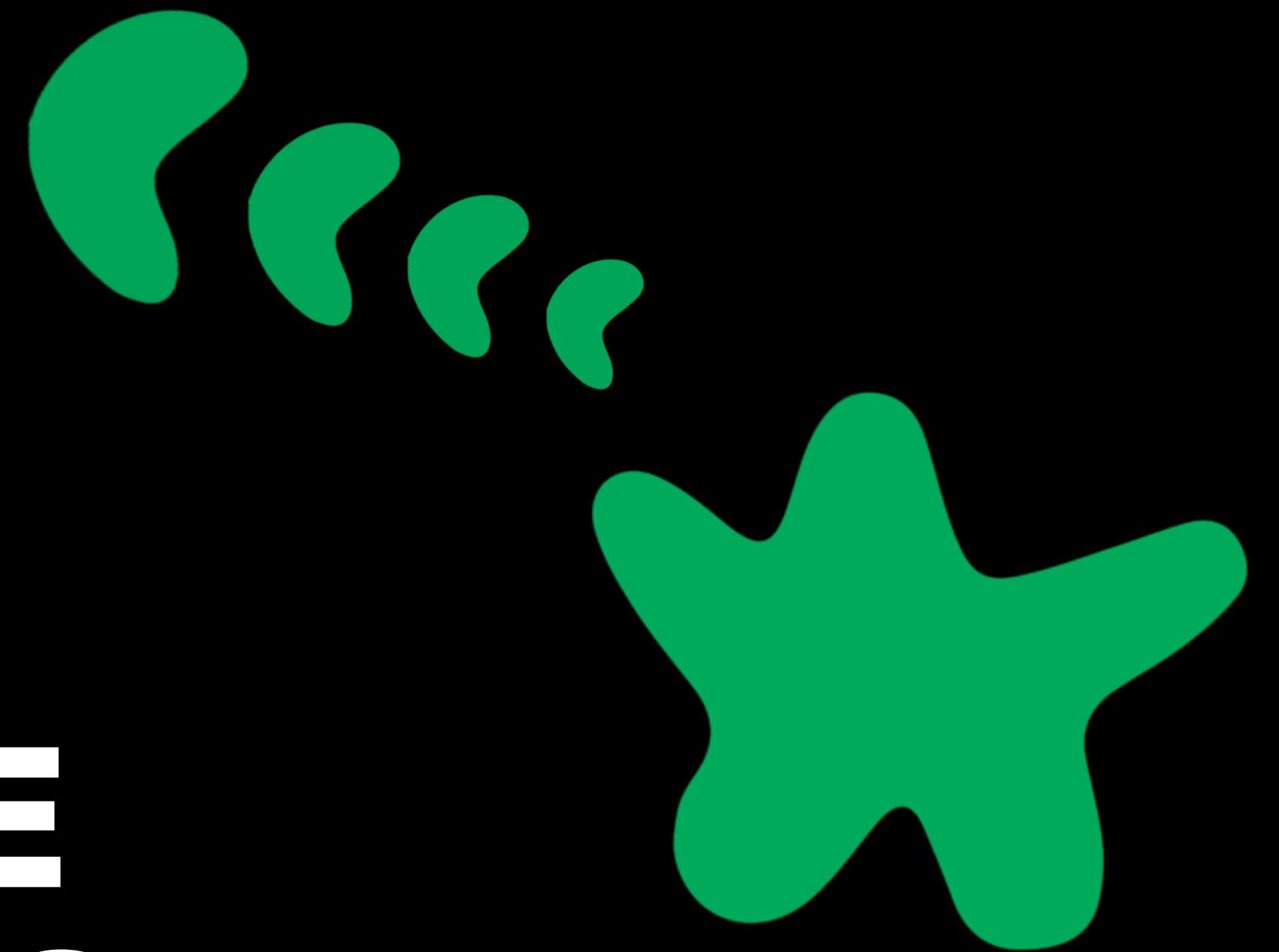


**LIKE IT OR NOT, WE HAVE
STORYTELLING BRAINS**





**STORIES ARE
DISCUSSIONS**



AN USER STORY DEFINITION

From “Extreme Programming Installed” Ron Jeffries



CARD



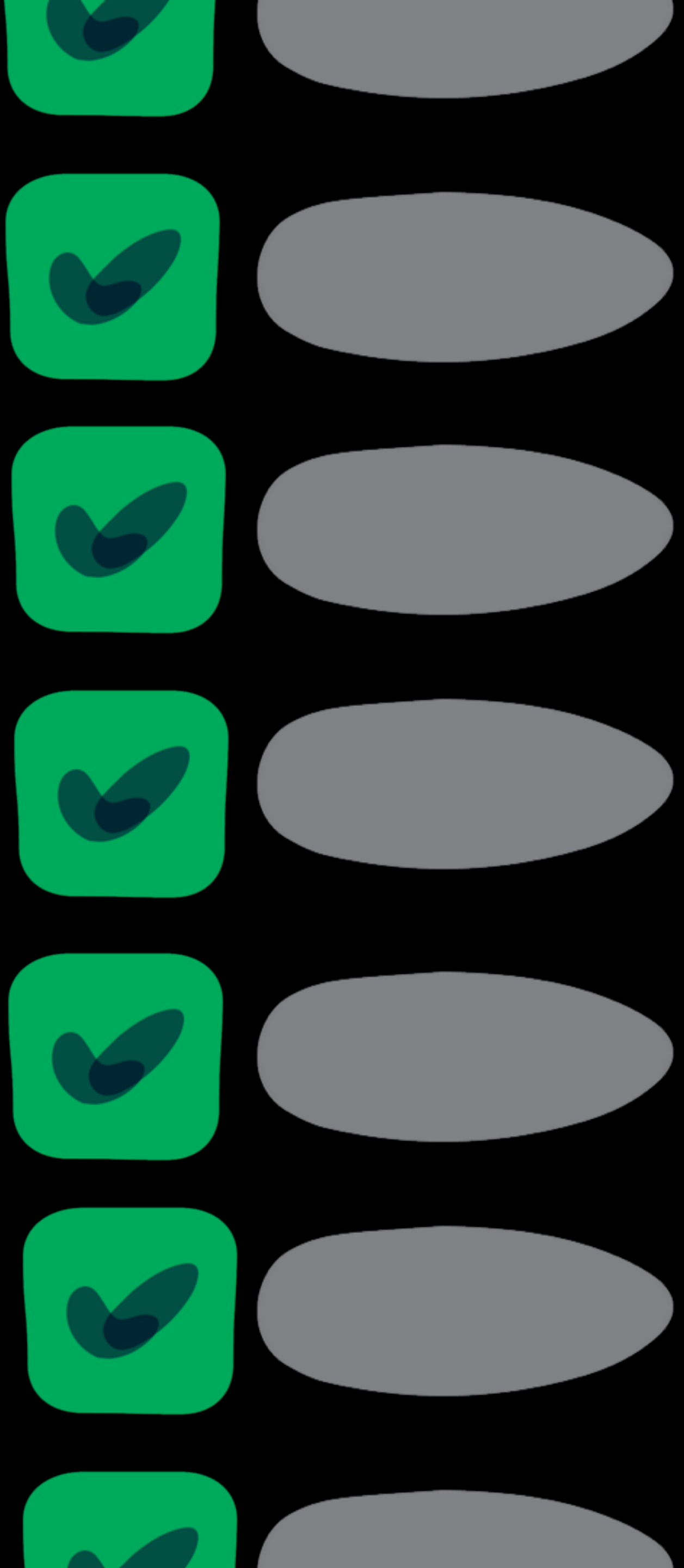
CONVERSATION

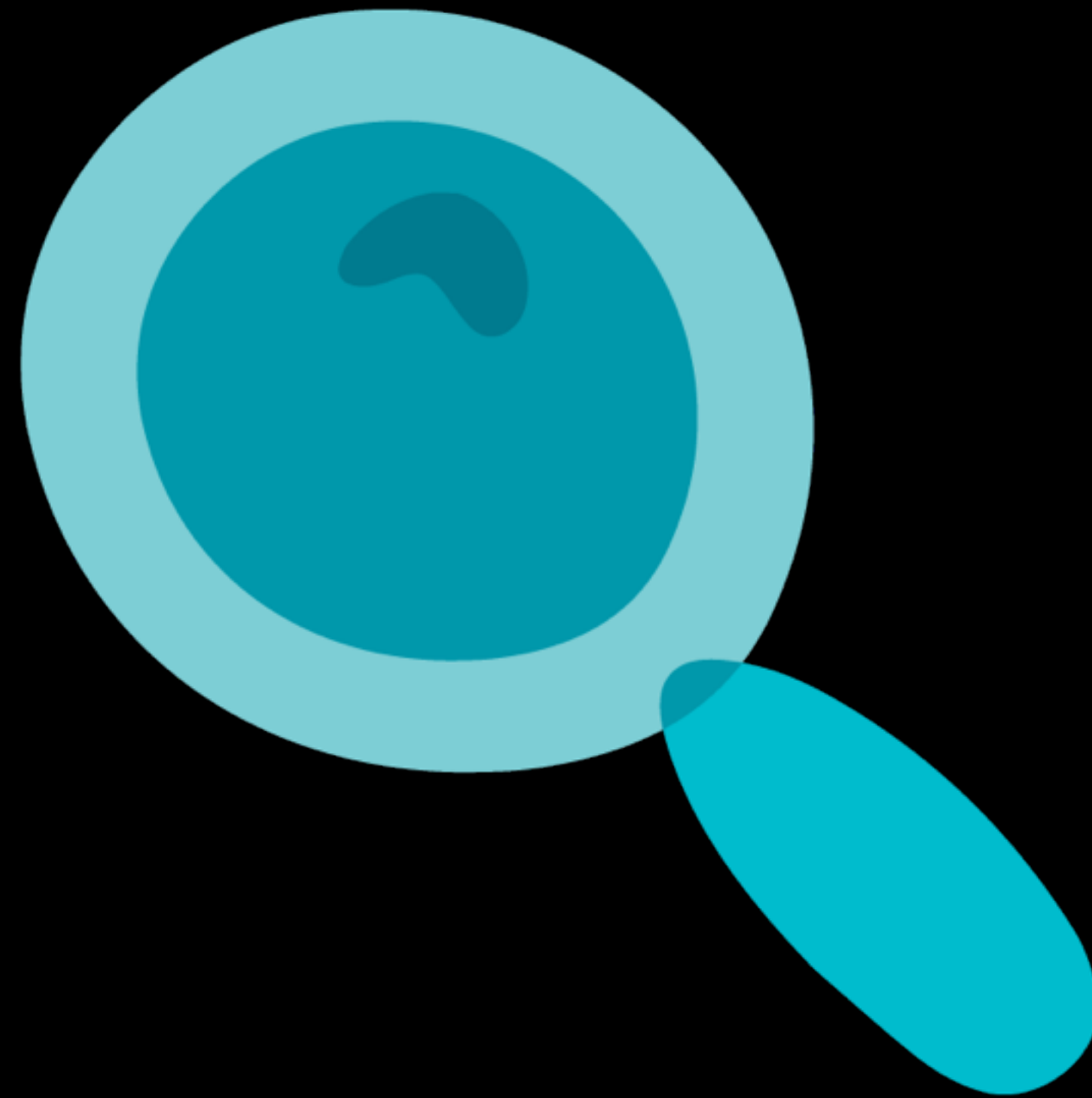


CONFIRMATION

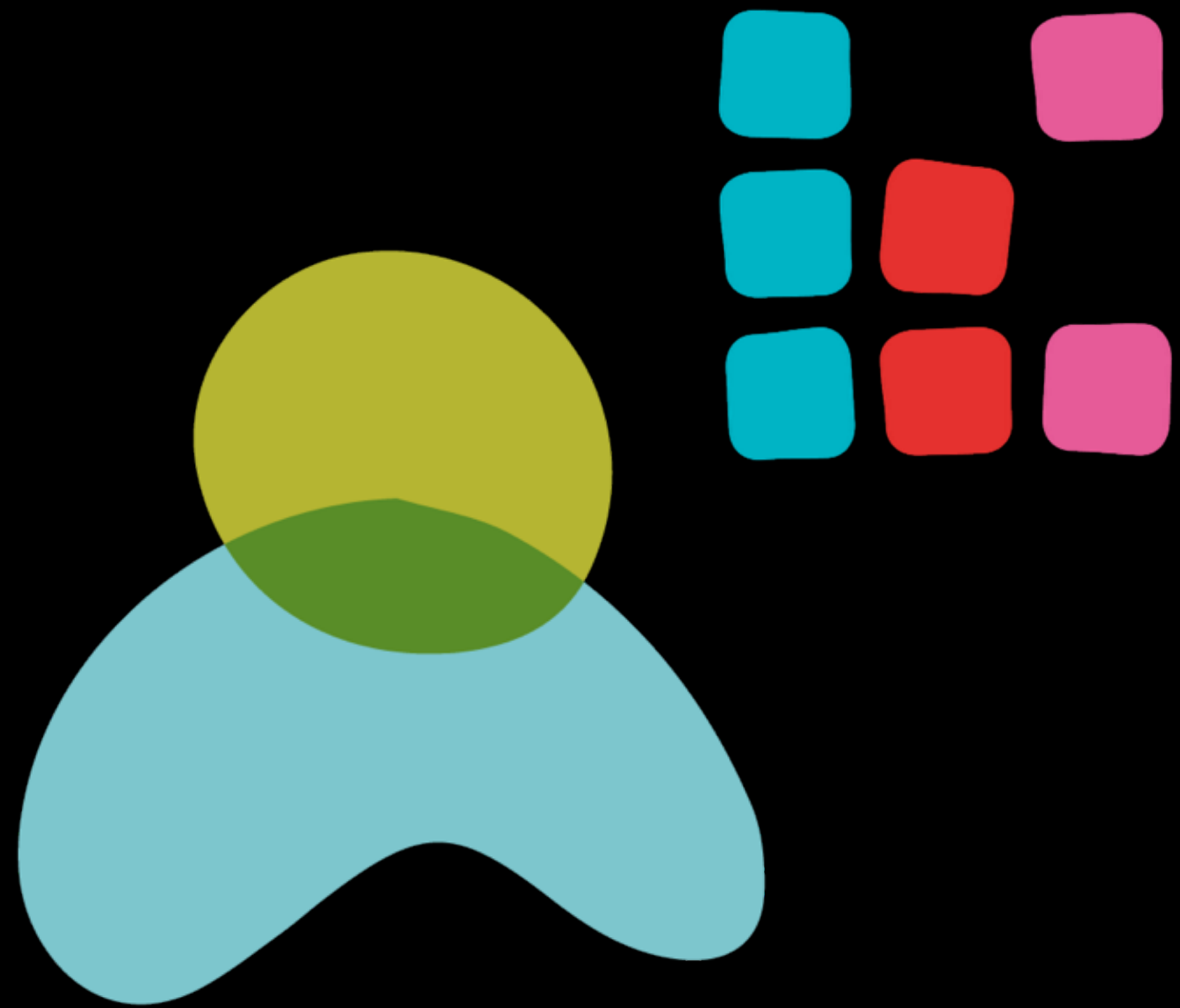




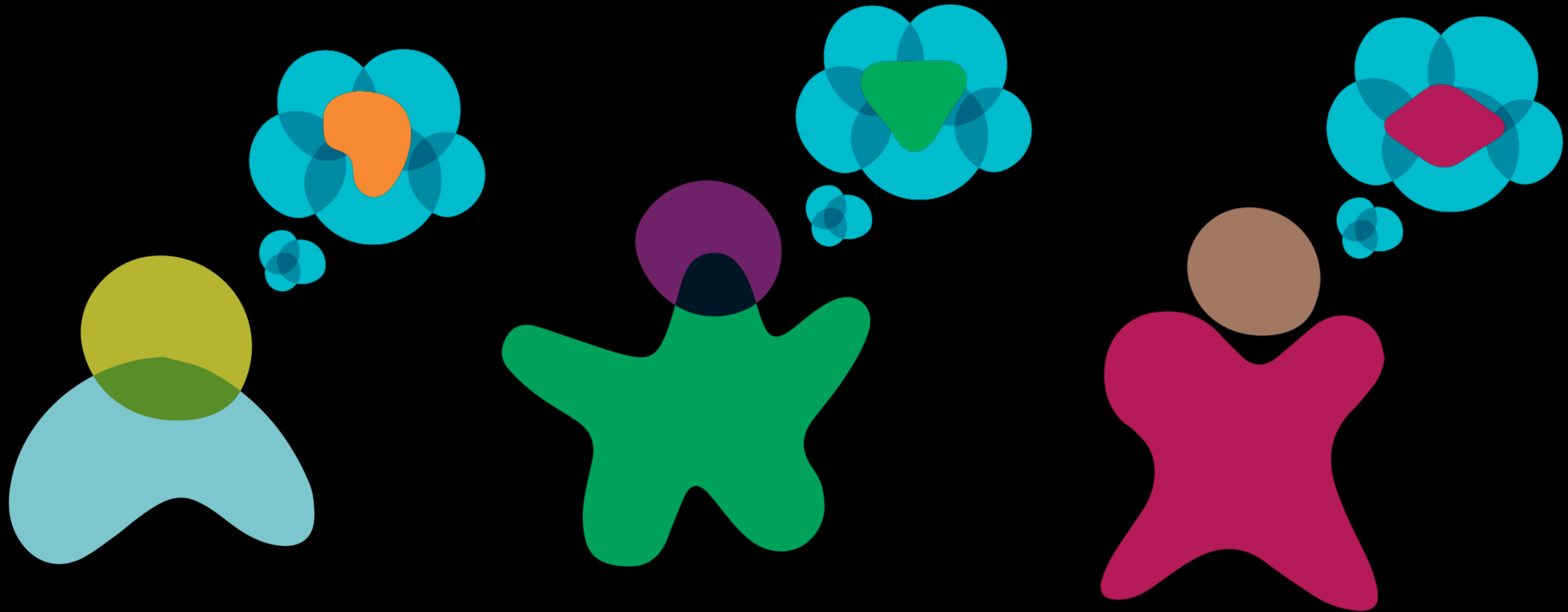




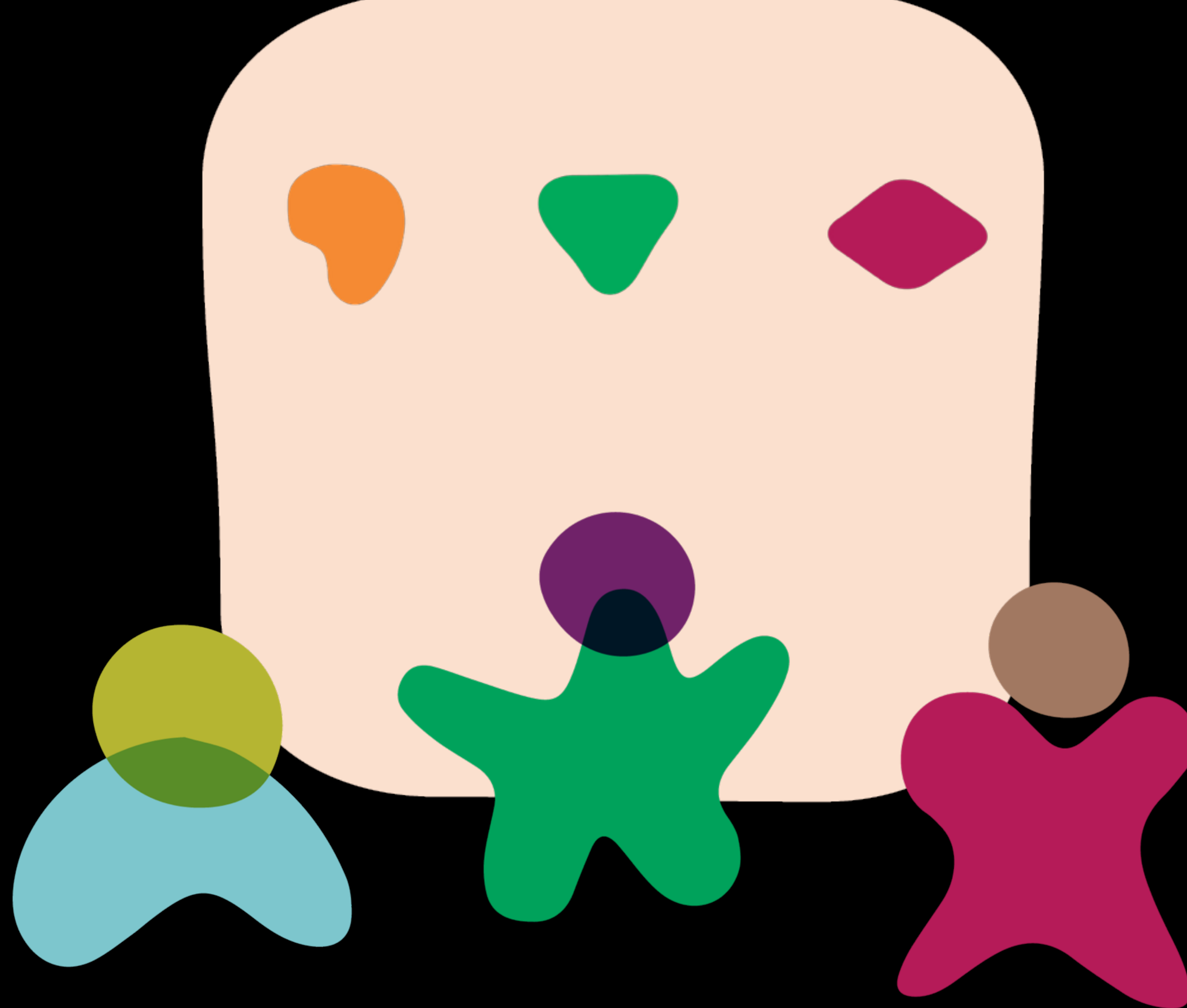
TOO MUCH DEFINITION



ONE PERSON



ARE WE AGREE ON THIS?



OHHH



OH! OH!



I'M GLAD WE ALL AGREE THIS



**STAKEHOLDERS DON'T
KNOW ALL THE ANSWER**



Getting business stakeholders
to design solutions wasn't
the intention of user stories.



– **GOJKO ADZIC**

**HOW CAN WE
MAKE IT BETTER?**

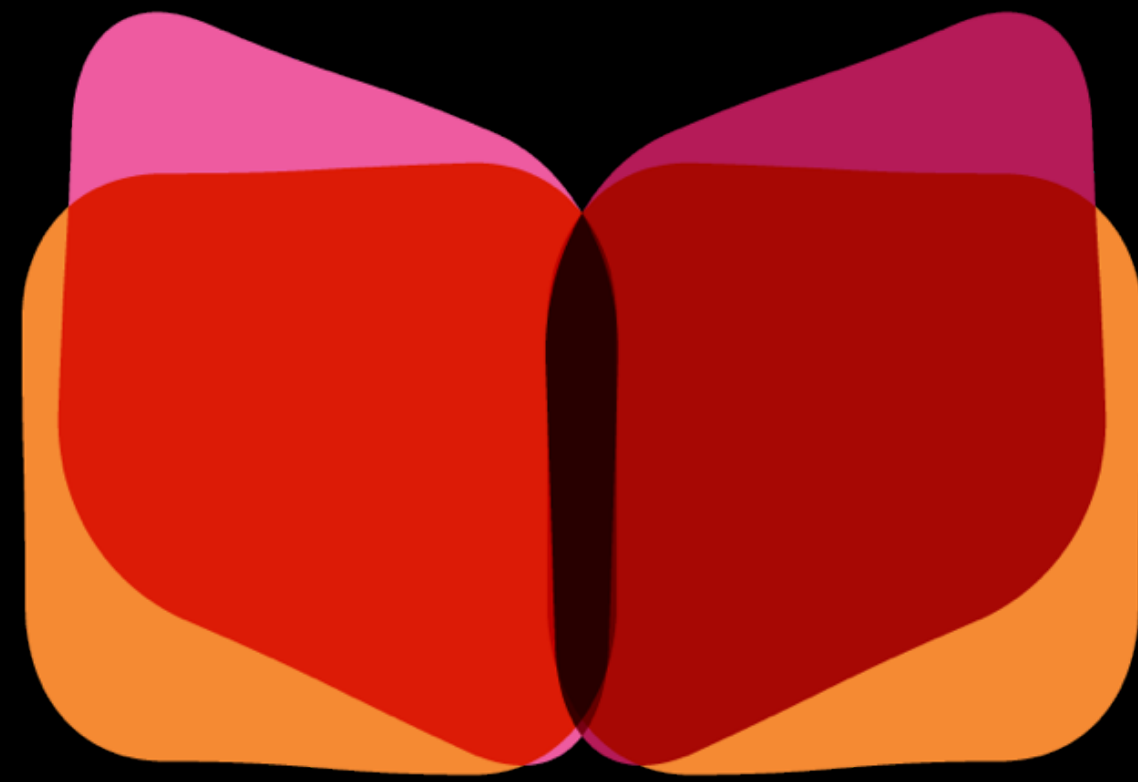


**THINK ABOUT
REQUIREMENTS DIFFERENTLY**



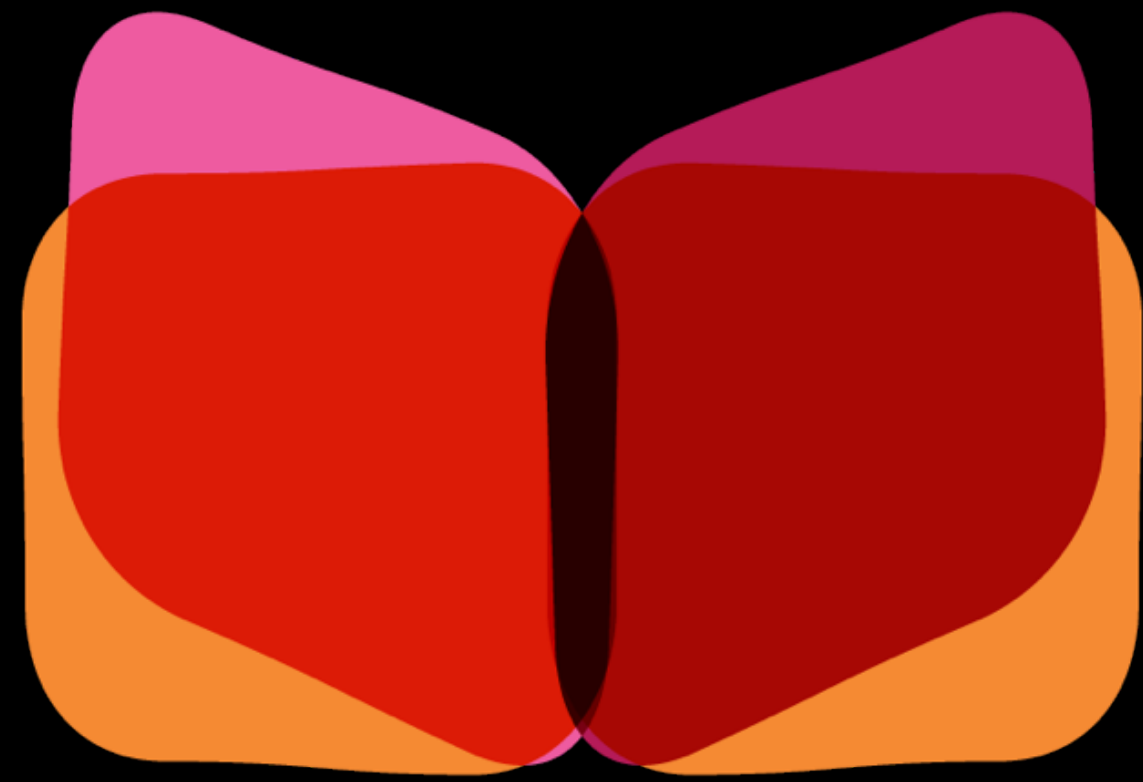
STOP WRITING, START DISCUSSING

STOP WRITING, START DISCUSSING

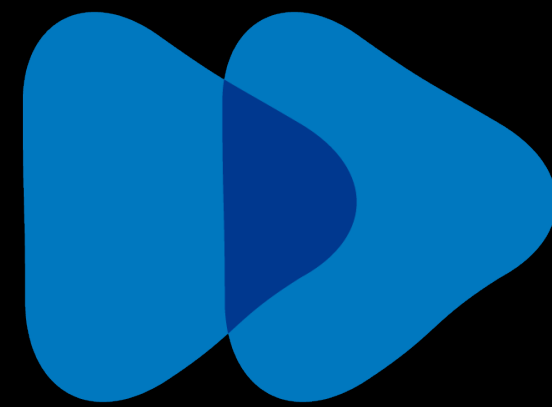


Handover

STOP WRITING, START DISCUSSING



Handover

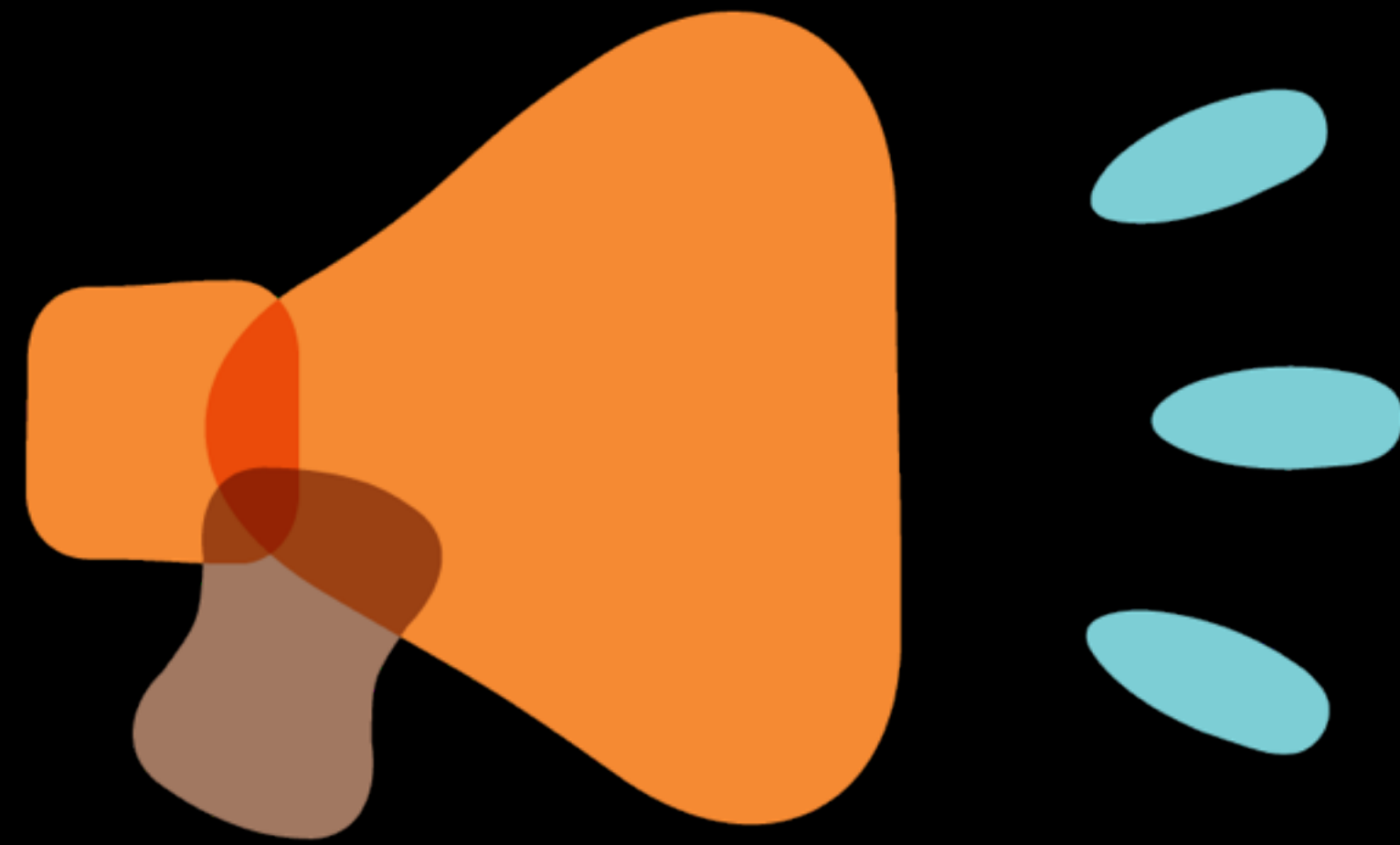


Involvement



Involvement

- ▶ Good questions
- ▶ Options
- ▶ Product ideas
- ▶ Minimise rework



DON'T WORRY ABOUT STORY FORMATS

DON'T WORRY ABOUT STORY FORMATS

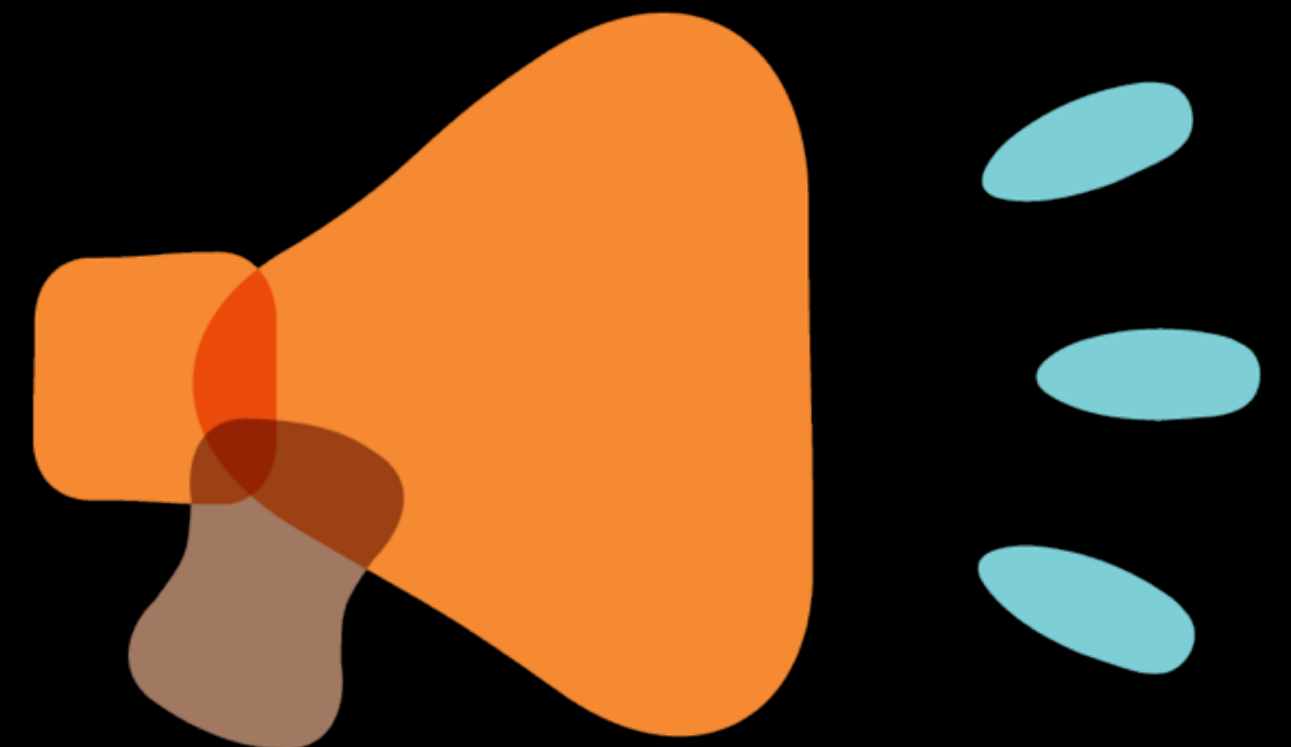
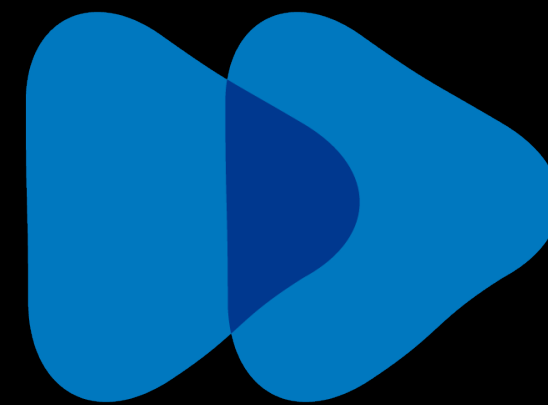


Template
zombies

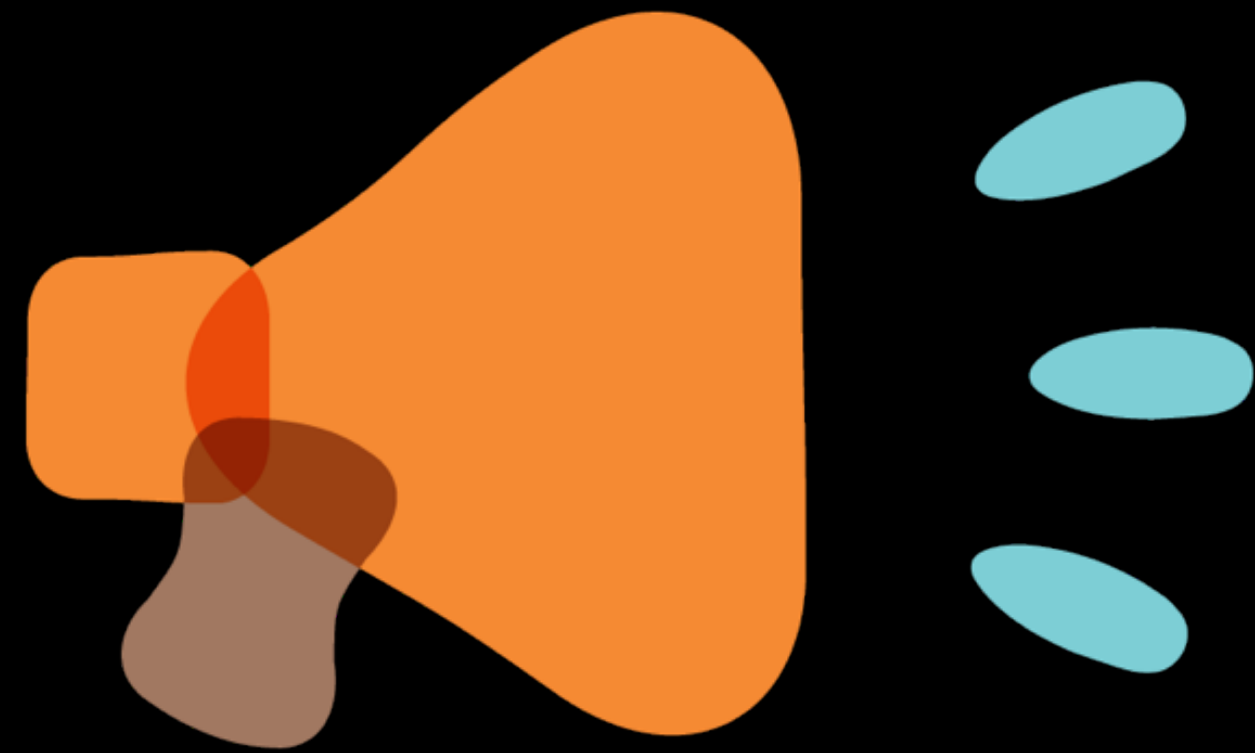
DON'T WORRY ABOUT STORY FORMATS



Template
zombies



Tell stories



Tell stories

- ▶ Refer to placeholders
- ▶ Avoid obvious
- ▶ No feature request
- ▶ User side of things

As a software developer I'm

doing it wrong because

I think this template is a

replacement for talking to people

From James Shore's Agile Fluency class
Posted on Twitter by @sammy_lee12



WATCH OUT FOR GENERIC ROLES

WATCH OUT FOR GENERIC ROLES

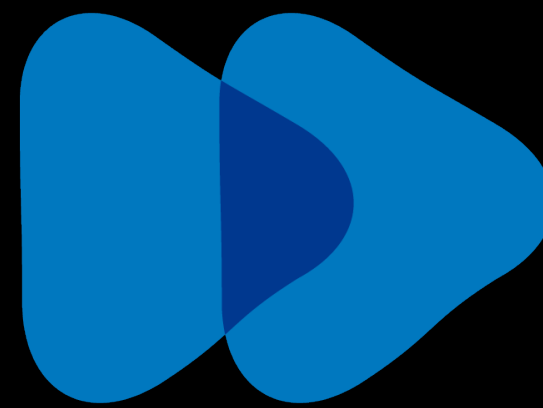


Average user

WATCH OUT FOR GENERIC ROLES



Average user



Actual people

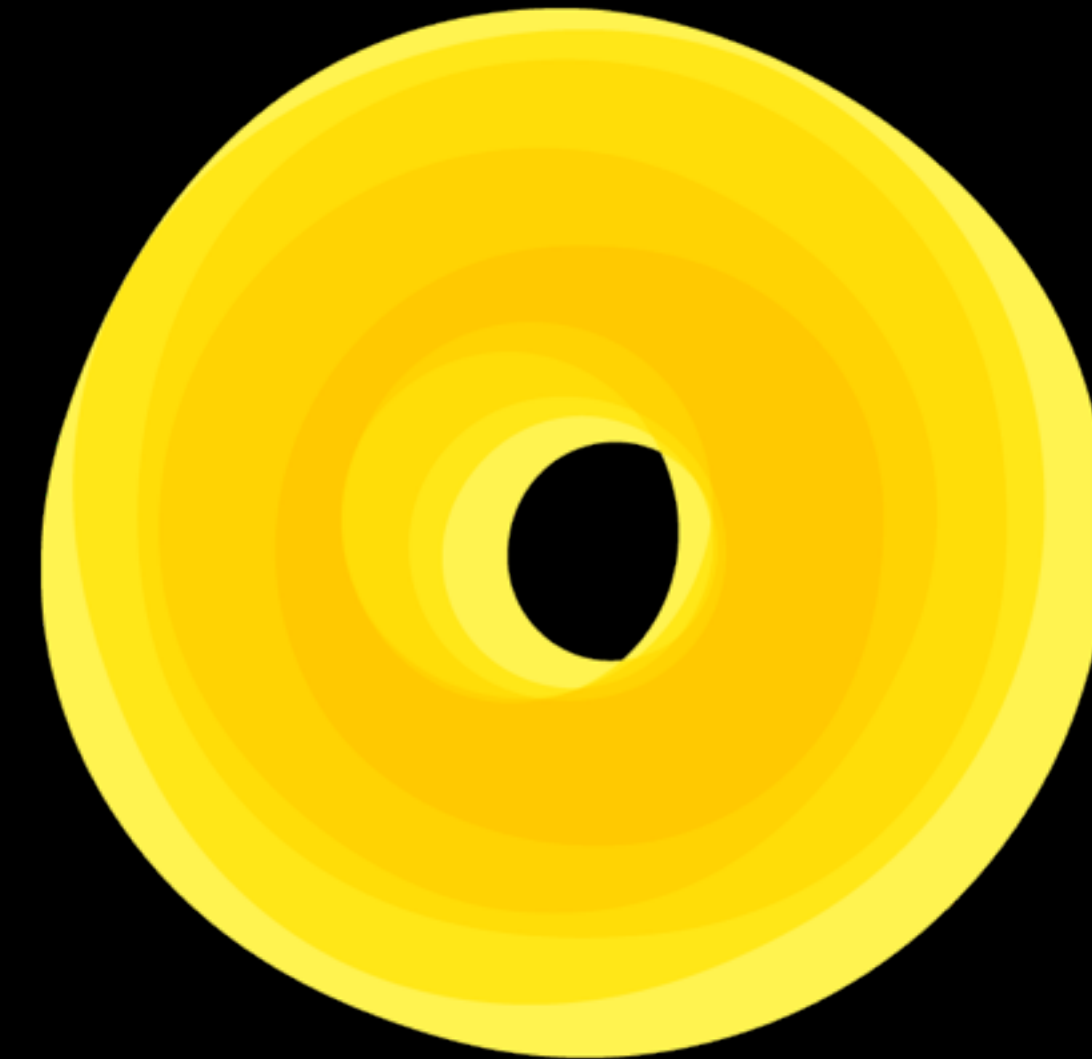


Actual people

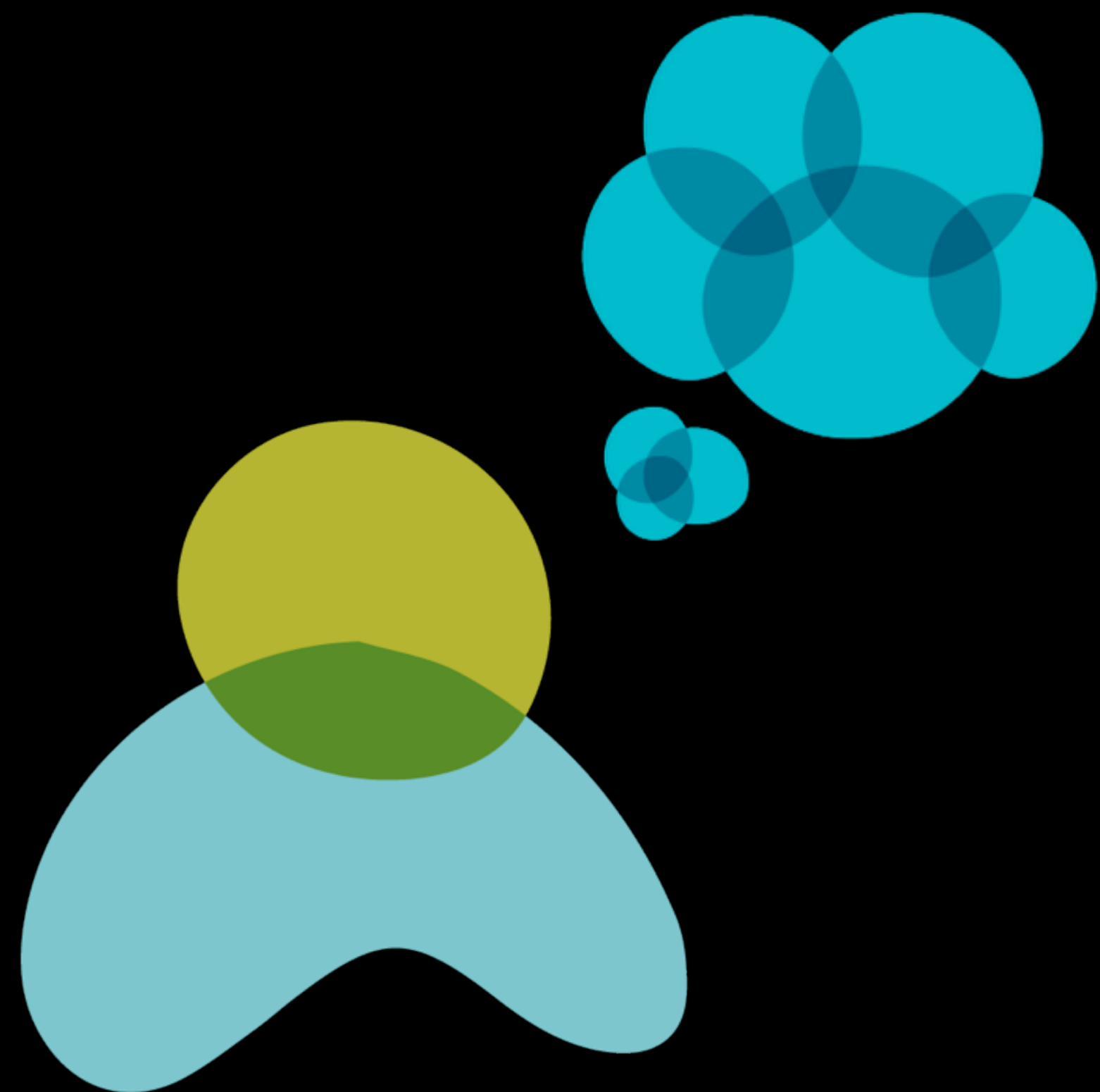
- ▶ Provide context
- ▶ Limit scope creep
- ▶ Focus
- ▶ Motivations & impediments



**DISCIPLINED
EXECUTION**



**CREATIVITY AND
INNOVATION**





THANK YOU

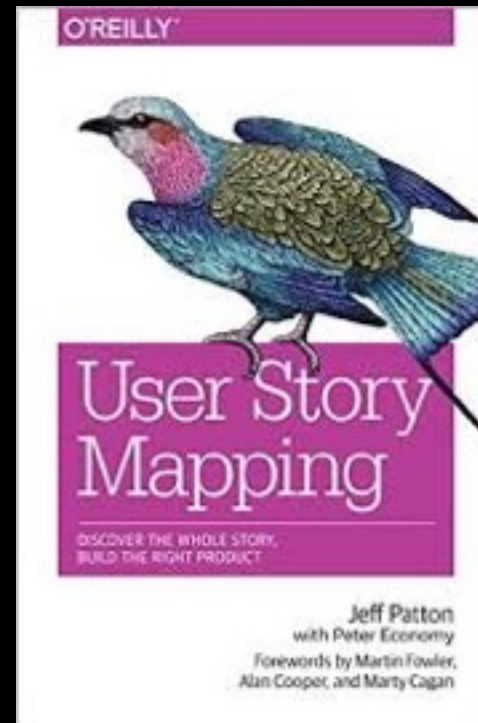
Matteo Cavucci

mcauvucci@thoughtworks.com

@matteomced



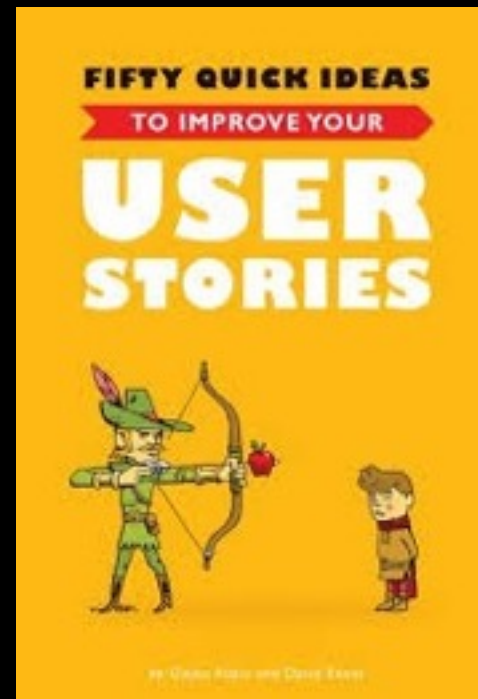
IF YOU WANT MORE



User Story Mapping

Jeff Patton

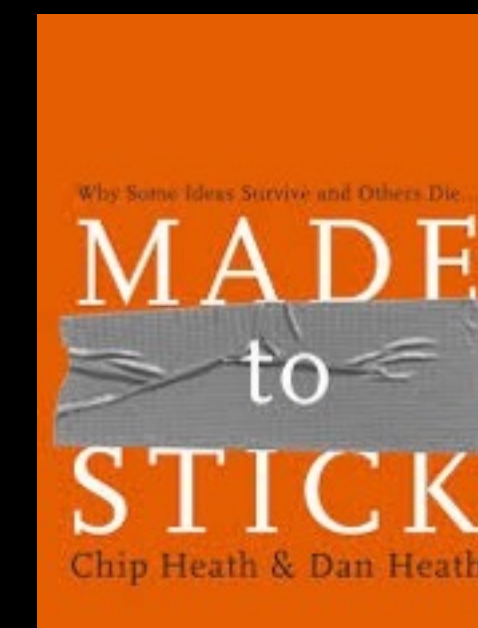
O'Reilly



50 quick ideas to improve your user stories

Gojko Adzic & David Evans

Lean pub



Made to stick

Chip & Dan Heath

Random House