



Rules of Thumb (Heuristics) for User Stories



Allan Kelly

@allankellynet

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<http://www.allankelly.net>



User Stories

Stories for the system under development



As a	<i>Role or Persona</i>
I want to	<i>Do a Something</i>
So that	<i>Motivation/Objective</i>

Who

What

Why

As a Internet TV Viewer,
I can fast forward,
So that I avoid adverts

Placeholder for a
conversation

All sins are forgiven
if
you have the
conversation



A token for work to be done

The story is not the work

The story is not the requirement

The story is a token

- Prioritized
- Shuffled
- Destroyed



A story is not a promise

It might never get done



2 Golden Rules



1

As a
I want to
So that

Role or Persona
Do a Something
Objective

2

Story should benefit business
(Story should have value \$s & €s)

Bang!

Story should be small –
deliverable in days; max 2
weeks



Stories are vertical

A thin slice of
valuable business
functionality



Epic-> Story-> Task

Epic

Story

Story

Task

Task

Task

3 levels only



Valuable but
too big to
deliver soon

EPIC

As a *Role or Persona*
I want to *Do a Something*
So that *Objective*



TASK

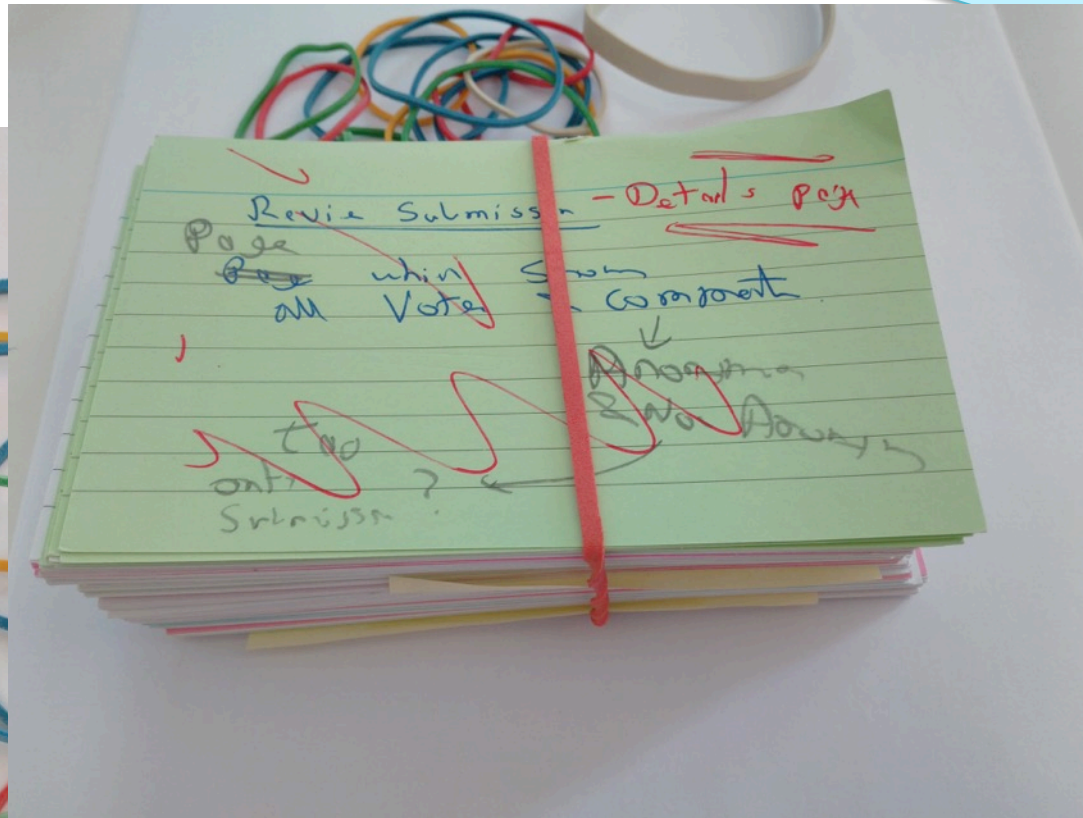
Small enough to
deliver really
soon but lack
business value

Every story is an Epic until proven
innocent



Wormwood Scrubs prison picture from
Chmee2 on WikiCommons CCL license.

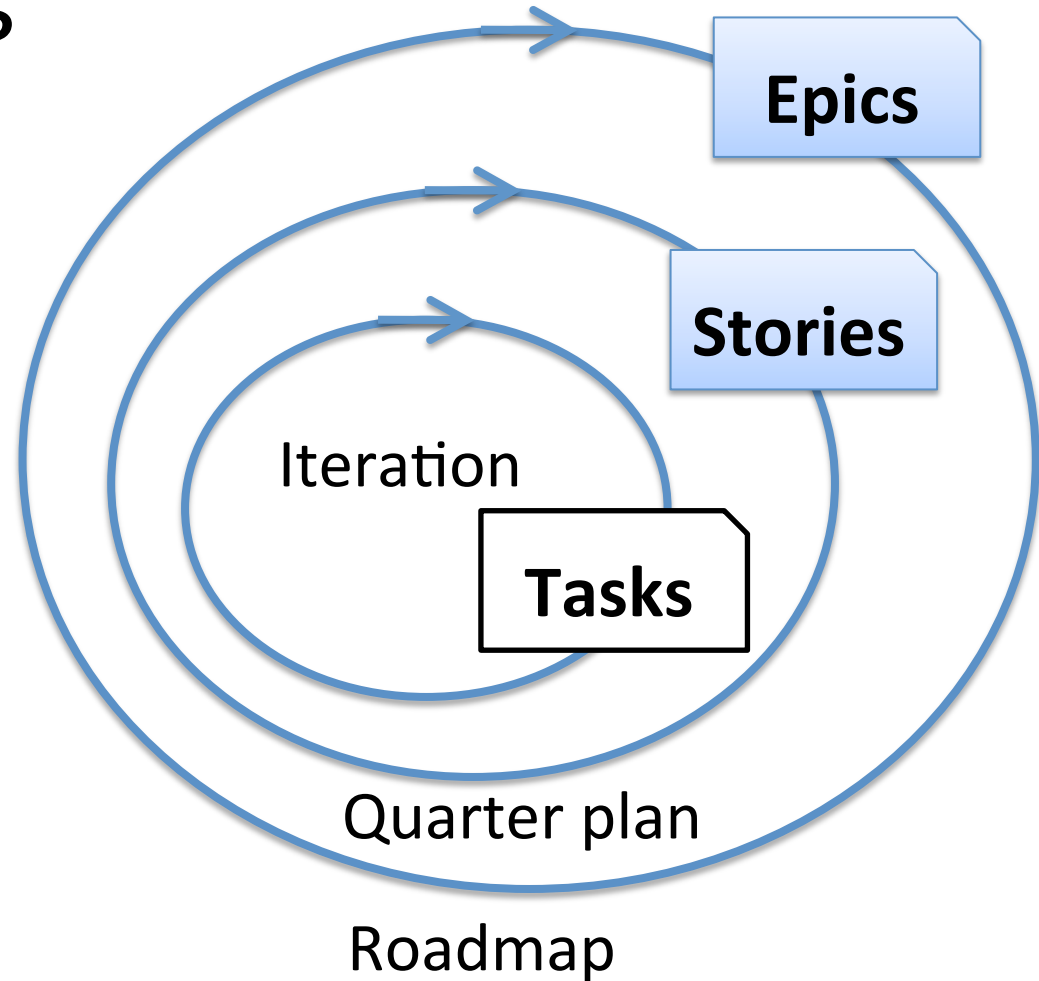
Hierarchy is not the only way to group things

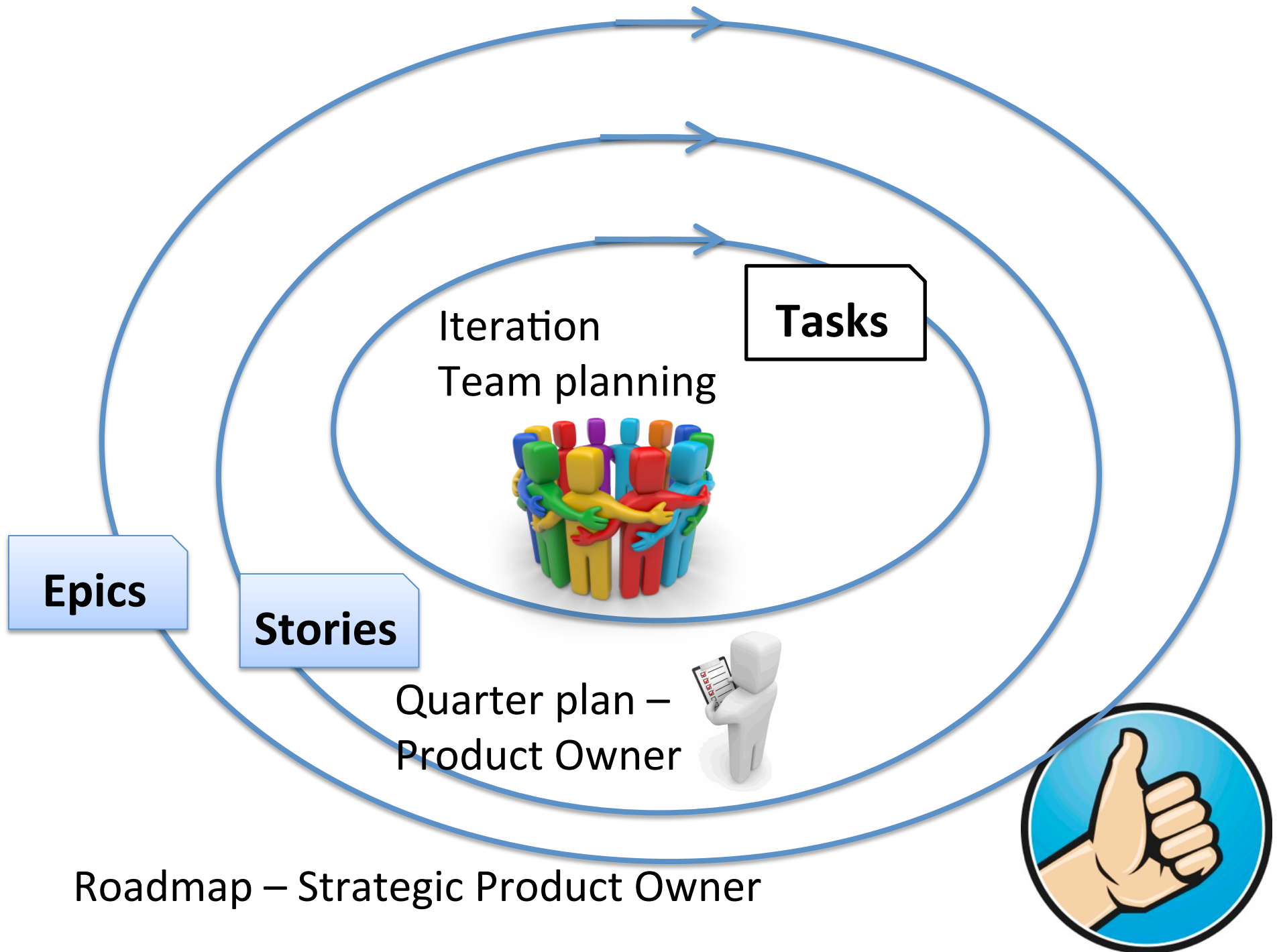




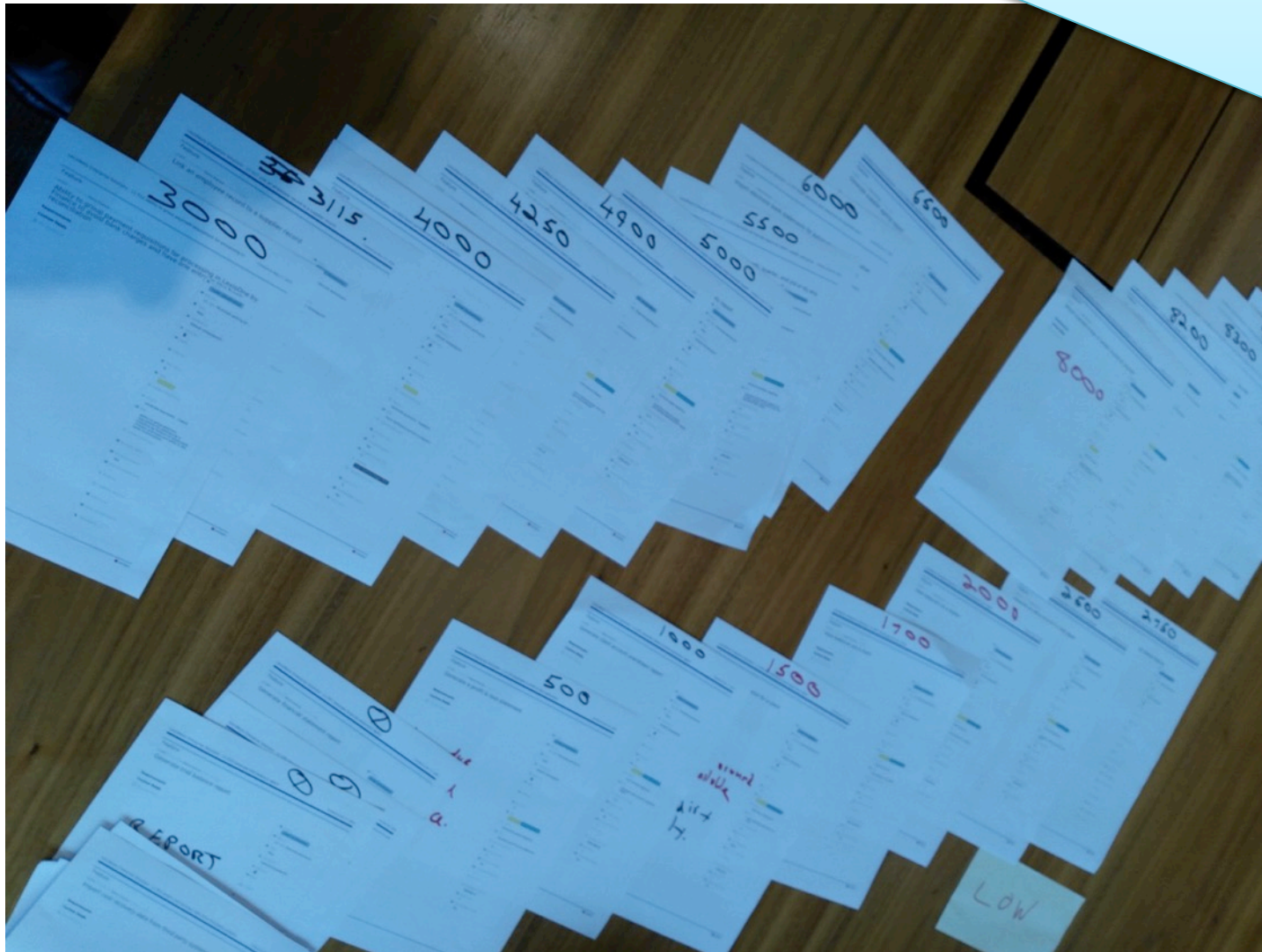
Planning

- Iteration plan with Task level
- Quarter / Release plan with Stories
- Roadmap plan with Epics





Value before effort estimates



Non functional – Yes
Test First



Interruptions - Unplanned but urgent

1

Accept it
Write it on a card



2

Do it



3

Track on a graph



4

Decide what
to do in future



Save your ink

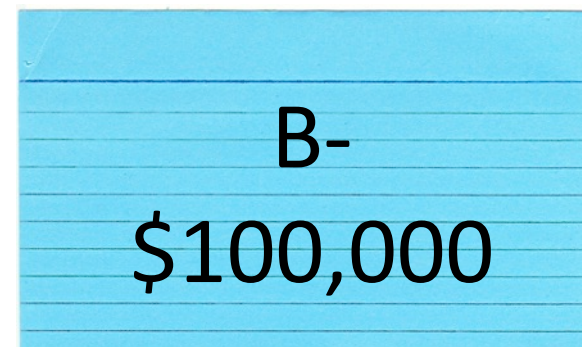
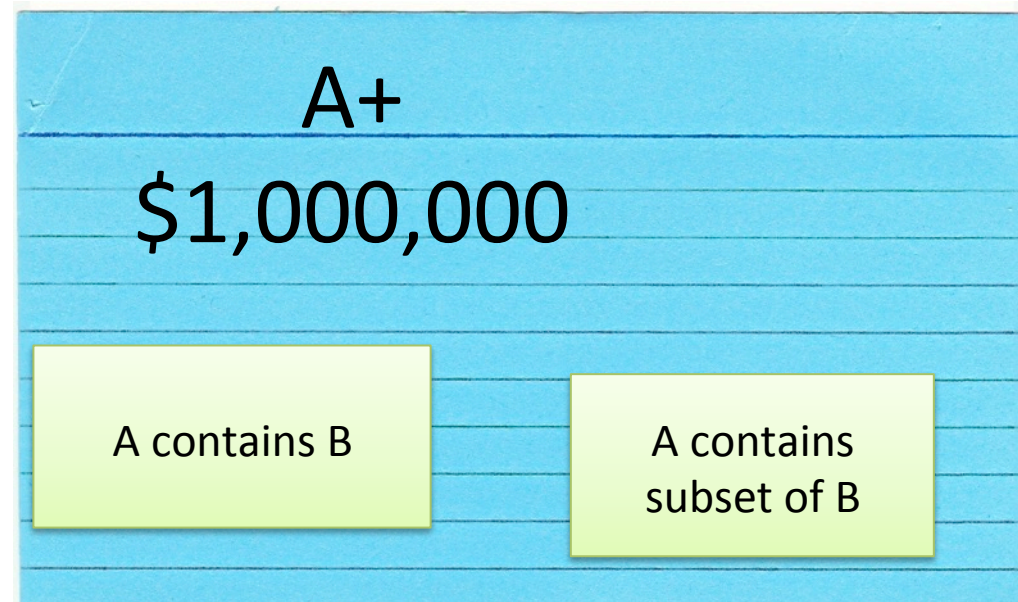
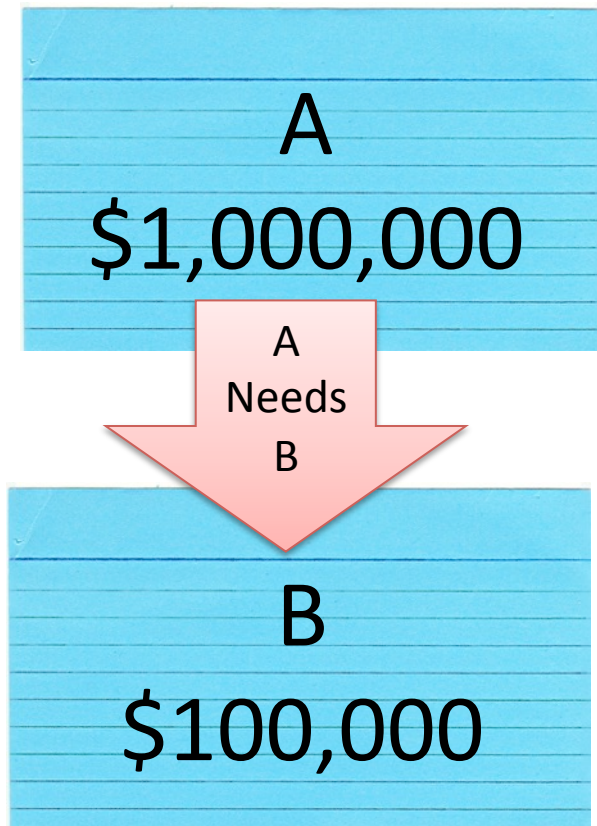
Be as specific
as possible
about who

As a User
I can dfskjfhgjkghjkfgdjl
So that hoiyiiogfoigf

As a Customer
I can dfskjfhgjkghjkfgdjl
So that hoiyiiogfoigf



Dependencies



A

“A large back log is a good thing”

Because...

- All the work is known
- We can plan for the future
- We can forecast end dates



B

“A small back log is a good thing”

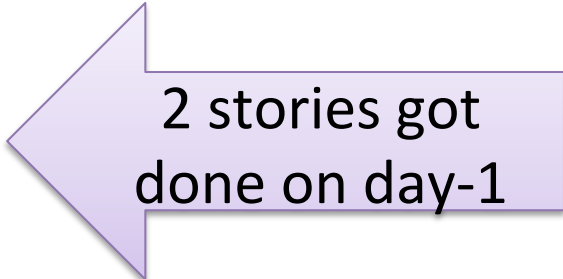


Do the math

Big Backlog

- 100 Stories
- Team does 2 stories/day

Day	Remaining	Stories done	Avg time
1	98	2	½ day
2	96	2	1 day
3	94	2	1½ days
4	92	2	2 days
...
50	0	2	25 days



2 stories got
done on day-1

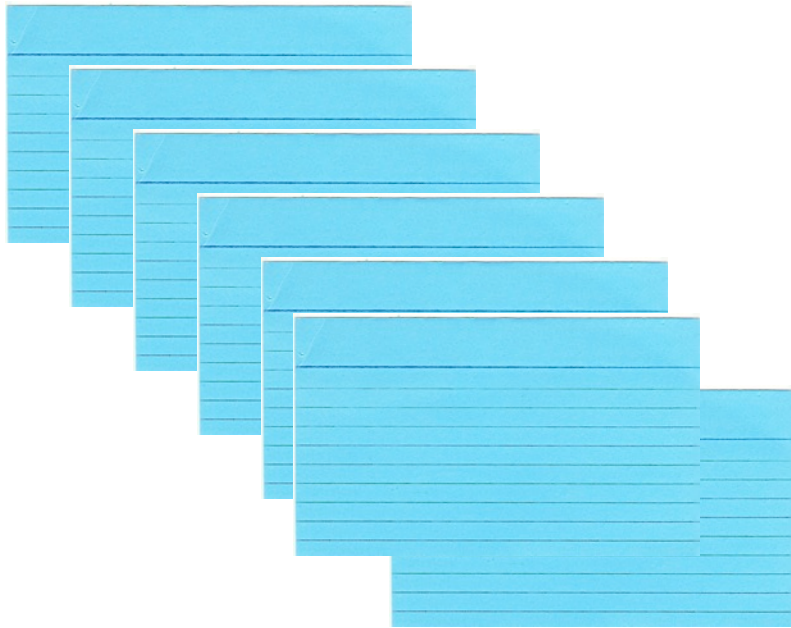


2 stories got
done on day-50



On average it takes 25
days for a story to be done

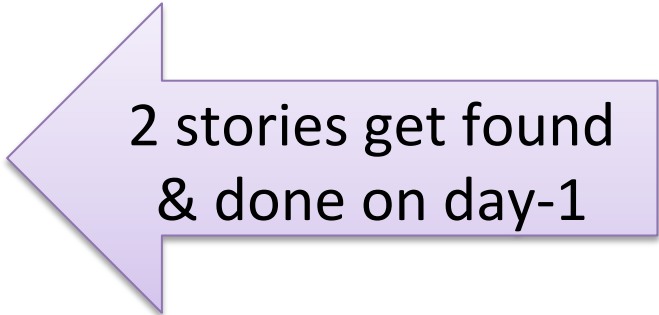
Expediting doesn't change average



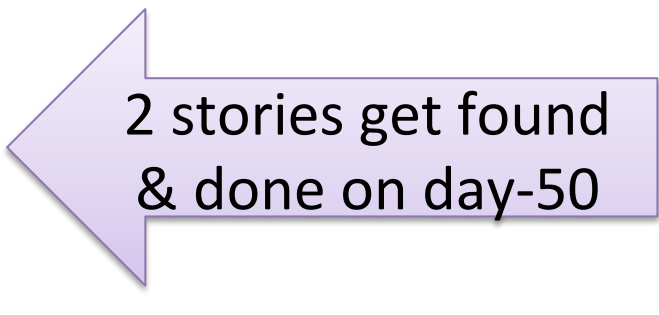
Small Backlog

- 0 Stories
- BA finds 2 new stories/day
- Team does 2 stories/day

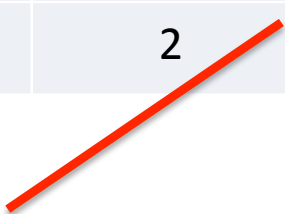
Day	Remaining	Stories done	Avg time
1	0	2	½ day
2	0	2	½ day
3	0	2	½ day
4	0	2	½ day
...
50	0	2	½ day



2 stories get found
& done on day-1



2 stories get found
& done on day-50



On average it takes ½ day
for a story to be done

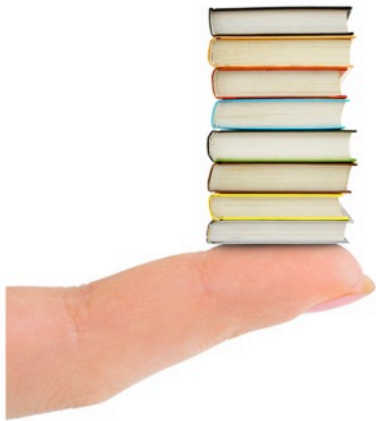
No such things as the perfect story

Less is more

Leave space for conversations



A Little Book of Requirements & User Stories



Heuristics for requirements in an
agile world

Allan Kelly

Ebook on Amazon now
... print book on
Amazon soon

Also:

[https://leanpub.com/
userstories](https://leanpub.com/userstories) (eBook)

[http://tinyurl.com/
ybg9vh6l](http://tinyurl.com/ybg9vh6l) (print)



Requirements

User Stories &

BacklogS

1 day workshop
30 November

Questions?

allan kelly - allan@allankelly.net

www.allankelly.net

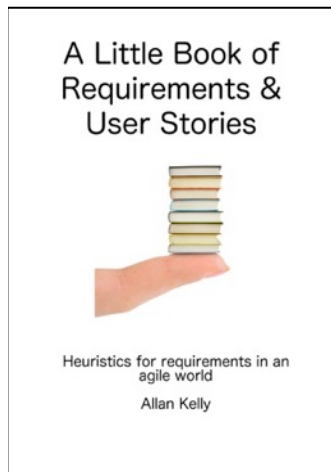
Twitter: [@allankellynet](https://twitter.com/allankellynet)



Little Book of Requirements & User Stories

Amazon

<http://leanpub.com/userstories>



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