

Writing User Stories

Download Whitepaper: Accelerate Your Modernization Efforts with a Cloud-Native Strategy
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Course Number: AGL-146

Duration: 2 days

Overview

Skills Gained

- Review Scrum and Agile
- Learn Lean/Agile Requirements
- Map, tell, and split Stories
- Groom the product backlog
- Complete an In-Depth Requirements/Story Workshop

Prerequisites

It is recommended that participants have experience working on Agile teams or have prior Agile training. However, we would be delighted to tailor it to any level of prior experience.

Training Materials

All attendees receive comprehensive courseware.

Software Requirements

For in-person deliveries, attendees do not need computers for this course. We will provide full classroom setup instructions that will include seating in small groups, with supplies such as flipcharts, sticky notes, markers, and pens for the attendees and a projector and Internet connection for the instructor's laptop.

Online deliveries for this interactive training will use an online meeting platform (such as Zoom, WebEx, GoTo, or Teams) to have face-to-face contact online, including use of breakout rooms for group activities.

Audience

Course Details

Outline

- Introduction
- Agile Review
 - Agile Framework
 - Agile Advantages and Potential
 - The Agile Manifesto and Principles
 - Agile Planning – Multiple Levels of Planning
 - The Product View
 - The Principles and Requirements
- Scrum Review
 - Roles and Responsibilities
 - How It Works
 - Artifacts
 - Definition of Done and Acceptance Criteria
- Lean/Agile Requirements
 - What are Agile Requirements
 - Myth behind Lean/Agile Requirements
 - Agile Modeling
 - Personas
 - Populating a Backlog
 - Vertical Slices

- Story Mapping
 - Backbone
 - Skeleton
 - Release Planning
 - Story Mapping
- Telling Stories - The Card, Conversation, Confirmation
 - The Card – Techniques and Templates for Writing Stories
 - N.V.E.S.T in Good User Stories
 - Handling Non-Functional Requirements
 - The Conversation – Who – When and How
 - The Confirmation
 - Specification by Example
 - Given, When, Then
- Story Splitting
 - Hamburger Method
 - Lazy Splitting
 - 9 Patterns for Splitting Stories
 - Splitting Story – Labs
- The Product Backlog Refinement Meeting
 - The How, When, and Why of Refinement
 - The Agenda
 - Qualities of a Good Product Backlog
- The Requirements/Story Workshop
 - Before the Workshop
 - During the Workshop
 - After the Workshop
- Putting it all to Practice
- Conclusion