

# User Stories

## Phase 1 - Vision + Scope

A user story is a **short, informal, and simple description of a feature told from the perspective of the end user**. In user stories, the focus is on the end users. They articulate how a single task delivers **specific value to the user**. Without going into detail and free of jargon, they communicate the expectations and requirements to the development team. The purpose of a user story is that after reading it is clear **why something was developed and what user needs it is intended to cover**.

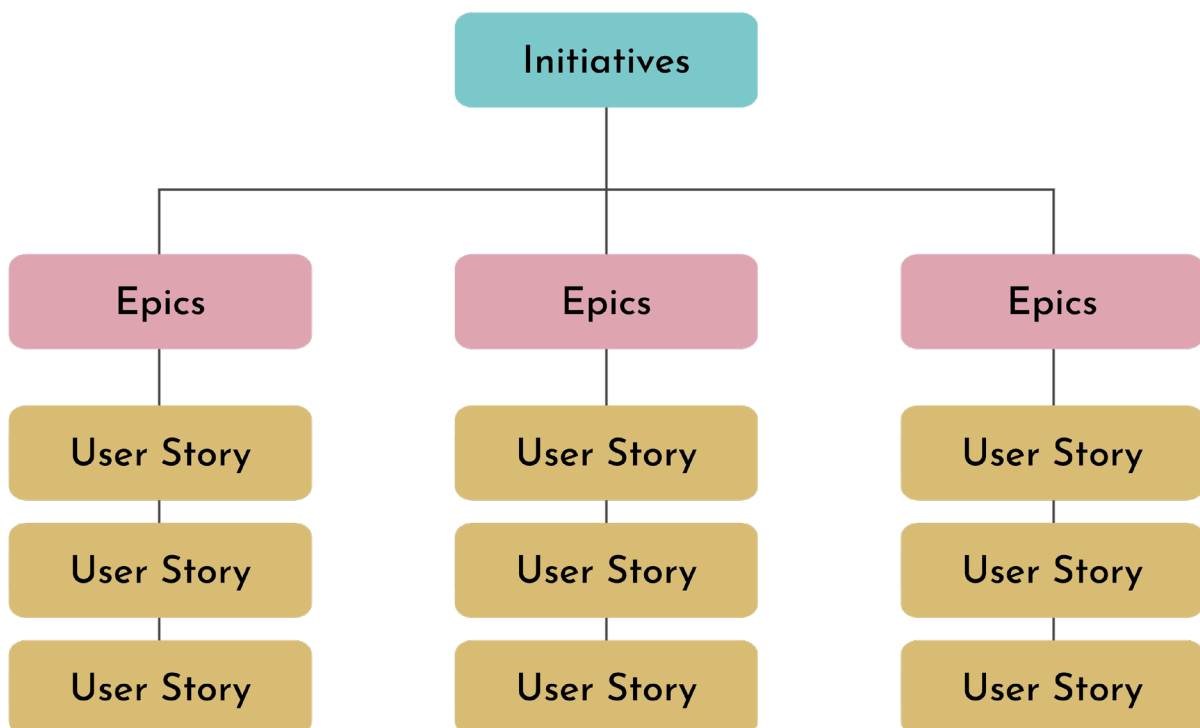
Since user stories achieve **better, higher forecasts, and agility** in scrum teams, they are added to sprints and «worked through» in the course of them.

User stories will provide a user-centric framework that promotes **understanding, interdisciplinary collaboration, creativity, and therefore a better end product**. Thus, the relevance of user stories cannot be underestimated.

## Initiatives, Epics, and Storys

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To understand what role stories have in an agile project, the following graphic might help:



Importance of the user story in an agile project. (Visual Paradigm, 2022)

**Initiatives** are collections of epics that work toward a common goal.

**Epics** are larger work packages that include a number of smaller tasks.

**User stories** also called «stories» are short and concise requirements or requests written from the perspective of an end user. They represent the smallest unit.

## How to Write User Storys

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A user story should be **simple and easy to understand**. The following sentence constructions are recommended: Subject, verb, object. **Ambiguous terms should be avoided at all costs**. A story should contain three essential elements of a requirement:

**Who** is requesting something? (Role)

This is usually the user of the final product.

**What** does the user want? (Function)

The more clearly and precisely the request is explained in the user story, the more helpful it is for the development team to better understand and realize the request.

**Why** is the requirement important? (Benefit)

By describing more precisely the benefit that the user expects from the requirement, it gives the development team more information to execute it correctly.

Example:

*As a new customer, I would like to register in the E-Learning Portal to prepare for PMI certification.*

## Benefits of User Storys

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### Focus on User

With user stories, the project team focuses on solving the problems of real users and the user stays in focus.

### Enhancing Team Work

Once an end goal is established, the team can work together to decide which proposed solution will best serve the user and achieve the goal.

### Encourage Creative Solutions

User stories encourage the team to think critically and creatively about the best solution for the end goal.

## Provide New Momentum

Creating a user story and developing its solution is a small challenge mastered and the project team can celebrate its success. Such successes, even if they are small, strengthen the team spirit, motivate and bring momentum to the project.

## User Storys with 3Cs

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A user story has three primary components, each of which begin with the letter «C»: **Card**, **Conversation**, and **Confirmation** to describe the three elements of a user story.

The **card** consists of two to three simple sentences that summarizes the end user's intent and provides a more detailed requirement, but its details still need to be determined. The sentences can be understood as an invitation to conversation. The card does not need to be perfectly worded before presenting it to the group in the Kick-Off Sprint.

As (role) of the product, I can perform (an action) to get (a benefit/value).

**Conversation** is a discussion between the target users, the team, the product owner and other stakeholders. It is necessary to clarify the implementation of the intent. The collaborative conversation is facilitated by the product owner and involves all stakeholders and the team. The conversation is where the real value of the story lies, and the written map should be adapted to reflect the current shared understanding of the conversation.

**Confirmation** is the process of ensuring that the developed user story meets both the intent and the detailed requirements of the user and has been implemented to the user's satisfaction.

## Be Aware of the Following

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### Define Subtasks and Tasks

The team should discuss which steps are to be completed and who is responsible for them.

### User Types

Clearly define in advance who the user is. if there are several different end users, it may be useful to develop multiple user stories.

### Divide Into Steps

Write a user story for each step of the process.

### Consider Feedback

It pays to seek a conversation with end users. Often they provide a story of problems and requirements that can be expressed in their words and used as a user story.

## Time

It's a good idea to break stories that require longer work into smaller stories or declare them epic yourself. Otherwise, they cannot be completed in one sprint.

Once user stories are defined, they should be accessible to the entire project team

## Other sources

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- <https://www.atlassian.com/de/agile/project-management/user-stories>
- <https://www.business-wissen.de/artikel/scrum-so-erstellen-sie-gute-user-storys/>
- <https://www.mountangoatsoftware.com/agile/user-stories>
- <https://www.visual-paradigm.com/guide/agile-software-development/what-is-user-story/>