Introduction to Requirements in Agile Processes

CS 2720
Many agile processes use *user stories* to capture requirements. Ron Jeffries defined three critical aspects of “social” user stories:

- *Card*
- *Conversation*
- *Confirmation*
Mike Cohn suggests using the following template for user stories:

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As a «role» I want «feature» so that «reason».

Acceptance Criteria:
«approx. 3-5 “conditions of satisfaction”»
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As a vice president of marketing, I want to select a holiday season to be used when reviewing the performance of past advertising campaigns so that I can identify profitable ones.

Acceptance Criteria:

- Make sure it works with major retail holidays: Christmas, Easter, Mother’s Day, Father’s Day, New Year’s Day
- Support holidays that span two calendar years (none span three)
- Holiday seasons can be set from one holiday to the next (such as Thanksgiving to Christmas)
- Holiday seasons can be set to be a number of days prior to the holiday

1 From Mike Cohn’s User Stories
Sample User Story

As a club member, I can cancel a reservation so that I do not get charged the full amount for a room I don’t use.

Acceptance Criteria:

- A non-premium member is charged 10% for a same-day cancellation
- A premium member can cancel the same day without a fee
- An e-mail confirmation is sent
- The hotel is notified of any cancellation

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2 Modified from Mike Cohn’s *Introduction to User Stories*
Sample Workflow

- User stories are written and placed in a *product backlog*. Stories are continuously tracked on the *(story, task, agile) board.*

- Through discussion with the *product owner*, a user story may be classified as an *epic* and divided later into smaller user stories.

- The team and the product owner select important user stories for the next iteration and place them in the *sprint backlog.*

- Stories in the *sprint backlog* are expanded into one or more *sprint tasks* by the team.

- The product owner meets with the team in the *sprint review meeting* to verify the story was completed.