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.
What’s a Good User Story?

While we don’t need the formalisms of a plan-driven approach, a good user story still has some requirements. Bill Wake suggests the **INVEST criteria**:

- **Independent**
- **Negotiable**
- **Valuable**
- **Estimable**
- **Small**
- **Testable**
What’s a Good Task?

You have likely already heard the SMART criteria that Bill Wake suggests for tasks:

- Specific
- Measurable
- Achievable
- Relevant
- Time-boxed