

USER STORY MAPPING

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Phil>About()

➤ Consultant, Coach, Author, Teacher

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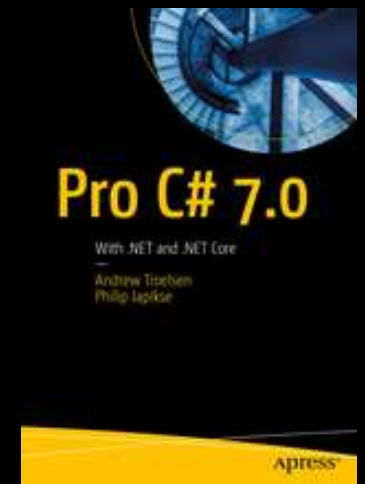
➤ Apress.com (<http://bit.ly/apressbooks>)

➤ Microsoft MVP, ASPInsider, MCSD, MCDBA, CSM, PSM, PSD

➤ Founder, Agile Conferences, Inc.

➤ <http://www.dayofagile.org>

➤ President, Cincinnati .NET User's Group



AGILE MANIFESTO

We are uncovering better ways of developing software by doing it and helping others do it.

Through this work we have come to value:

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

That is, while there is value in the items on the right,
we value the items on the left more.

<http://agilemanifesto.org>

DEFINING THE PROBLEM

WHAT USERS ASK FOR



WHAT THEY THINK WE DELIVER



HOW WE SEE OURSELVES



HOW USERS SEE US



SIMPLICITY AND BREVITY

FOCUS ON SIMPLICITY



CAN AN 8 YEAR OLD UNDERSTAND IT?



FOCUS ON BREVITY

*"I am sorry for the length of my letter,
but I had not the time to write a short one."
--Blaise Pascal*

INVEST

- Independent – Avoid dependencies
- Negotiable – Point of discussion, not a contract
- Valuable – Must provide benefit
- Estimable – If it's too big to estimate, must be refined and distilled
- Small – Is it smaller than a bread basket?
- Testable – Confirm that validity of the code (preferably automated)

STORIES

DEFINITIONS

- Theme/Feature - Logical grouping for stories
- Epic - Container for other stories
- Story - Single, focused requirement.
 - Small enough to implement directly in a timebox.
- Tasks - “Todo” items required for completing a story
- Acceptance Criteria - Validations for the story

RON JEFFRIES THREE “C”S

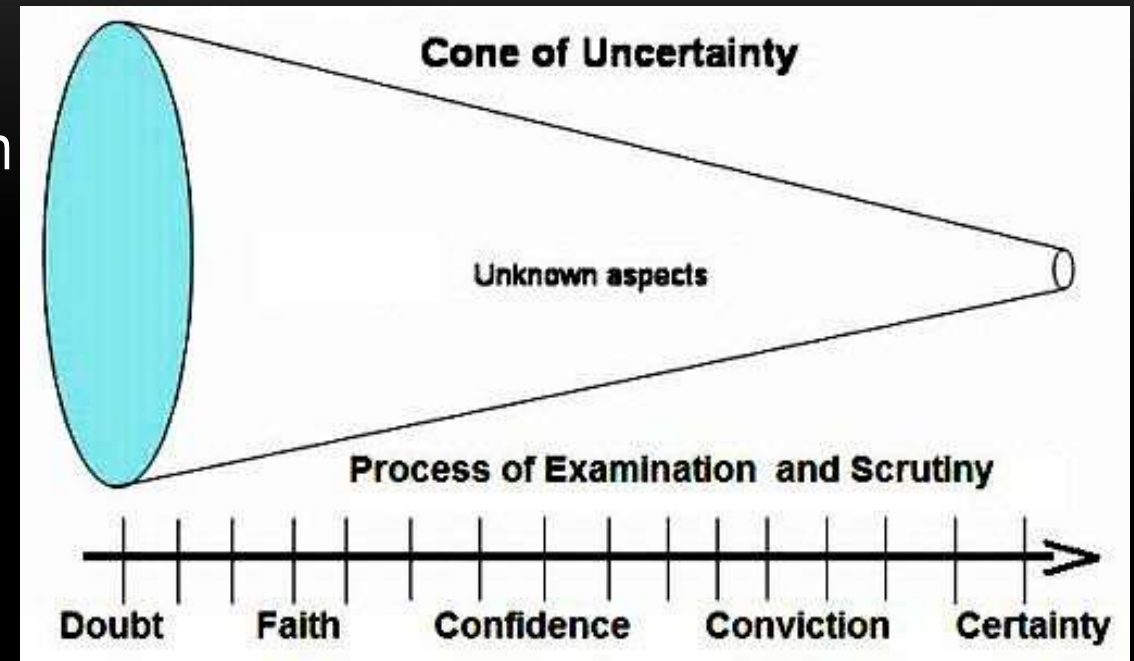
- Card (Transparency)
 - Stories are written on cards
 - Can be annotated with assignments, estimates, dates, etc.
- Conversation (Collaboration)
 - Details come out during conversations with customers and other interested parties
- Confirmation (Rapid Feedback)
 - Acceptance Tests confirm implementation of the story

PHIL'S 6 D'S OF STORIES

- Determine priority
- Define acceptance criteria
- Defer low priority stories
- Develop
- Discuss high priority stories
- Discard

MANAGING THE CONE OF UNCERTAINTY

- “Last Responsible Moment”
 - Stories encourage deferring the unknown
 - Downstream stories are placeholders until their priority rises
 - Stories can (and should) evolve
- Team focuses on what is known
 - instead of speculating on what isn't



STORY MAPPING

USER STORY MAPPING

- Initially documented by Jeff Patton
 - http://www.agileproductdesign.com/blog/the_new_backlog.html
- I learned from Steven Rogalsky
 - <http://winnipegagilist.blogspot.com/2012/03/how-to-create-user-story-map.html>

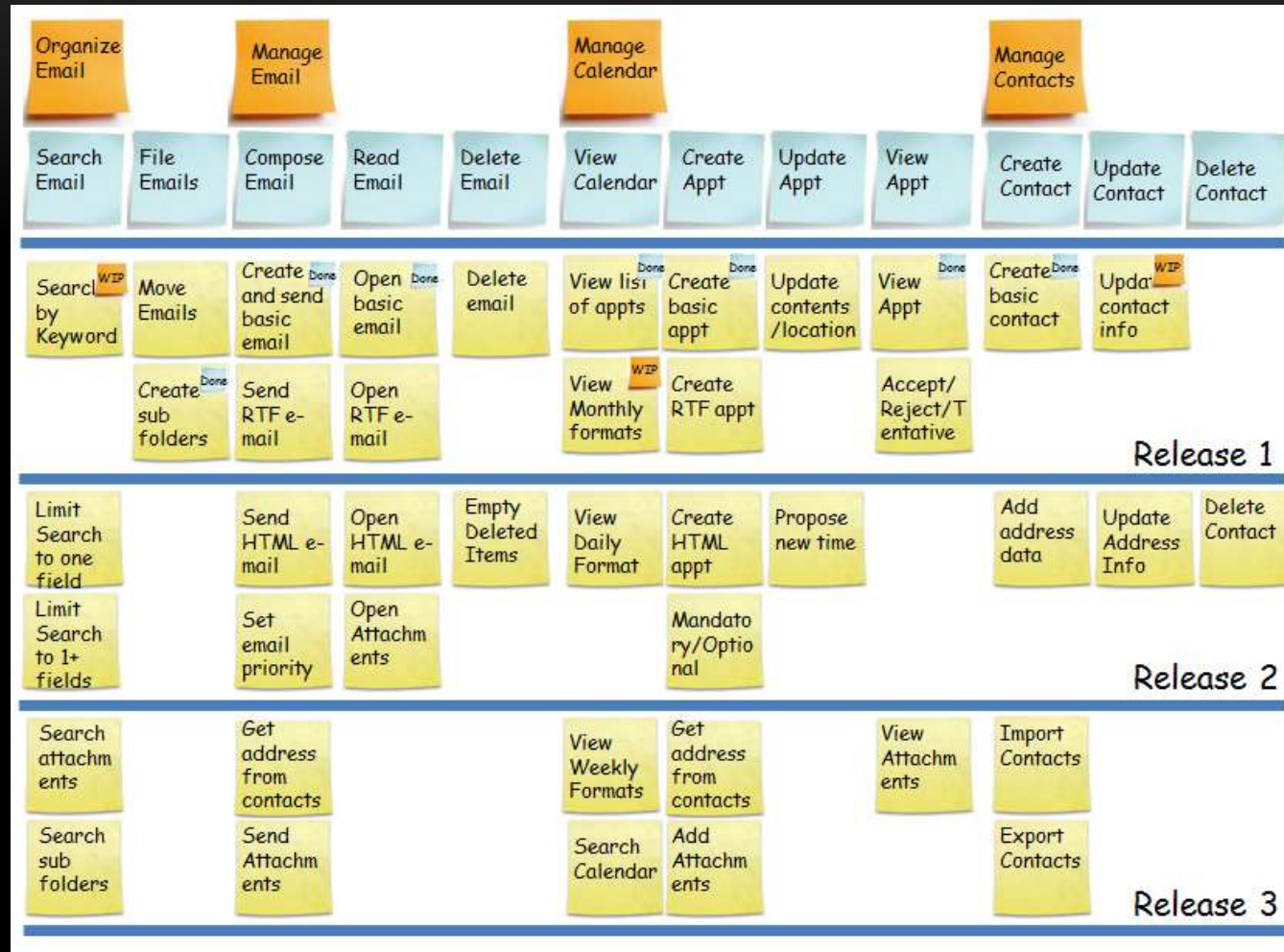
BENEFITS

- Visualizes the big picture of your backlog
- Provides better tool for grooming and prioritizing your backlog
- Promotes silent brainstorming
- Encourages iterative development
 - Early deliveries validate architecture and solution
- Alternative to traditional project plans
- Useful for discussing and managing scope

TIME TO ACT



SAMPLE MAP – COURTESY OF STEVE ROGALSKY



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Questions?



Thank You!