USER STORY MAPPING

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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

CITY PARKING
LIMITED TO

EVEN # SIDE ON EVEN # MONTHS
ODD # SIDE ON ODD # MONTHS
APR. THRU SEPT.

EVEN # SIDE ON EVEN # DAYS
ODD # SIDE ON ODD # DAYS
OCT. THRU MAR.

ALTERNATE 10AM
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
➢ Defer low priority stories
➢ Discuss high priority stories

➢ Define acceptance criteria
➢ Develop
➢ 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
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

Steven Rogalsky: http://winnipegagilist.blogspot.com/2012/03/how-to-create-user-story-map.html
TIME TO ACT
SAMPLE MAP – COURTESY OF STEVE ROGALSKY

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Questions?