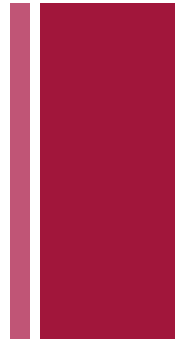


## Writing Effective User Stories.

COMP-4770

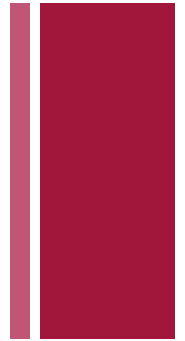
# + The basic format



- “As a ” +stakeHolder+ “, I need to ” +action+ “ so I can ” +goal+ “.”
- Example

*As a cardholder,  
I need to check out books  
so I can take them home.*

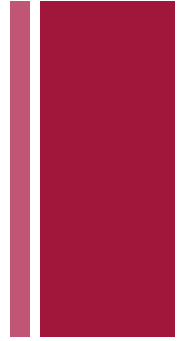
# + Elaboration



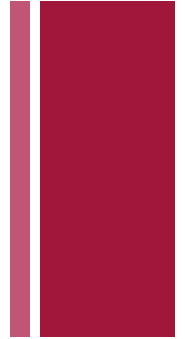
- Add additional clarifications after each user story
- Example
  - As a cardholder, I need to check out books so I can take them home.
    - Borrowed books become overdue after 2 weeks.
    - Borrowed books can be recalled
    - [Query: Does the cardholder need have their card with them?]
- But look out for new user story: E.g
  - As a librarian, I need to recall borrowed books so they can be put on reserve.
    - [Query: How are cardholders to be notified of recalls.]

# + Effective User stories

- Keep use cases simple
- What not how
- Stay within scope

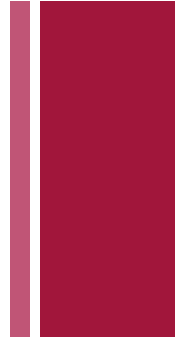


# + Keep user stories simple.



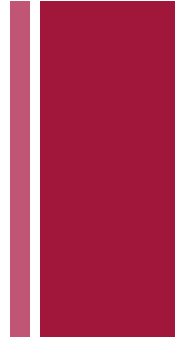
- Avoid compound sentences.
  - *As a programmer I need to move files, copy files, delete files to organize files in directories.*
- Better
  - *As a programmer I need to move files to organize files in directories.*
  - *As a programmer I need to copy files to organize files within directories.*
  - *As a programmer I need to copy files to organize files within directories.*

# + What not how



- State needs not methods
  - *As programmer I need to drag files from one directory and drop them on another.*
- Better
  - *As a programmer I need to move files from one directory to another.*

# + Stay within the scope



- Avoid irrelevant requirements
  - *As programmer I need to store C programs, assembler programs, object code, and executable code in files.*
- Better leave this out