

Write

Better User Stories

in Less Time *with* Less Aggravation

The 3 Surprising Techniques
of Top Agile Teams



WORKBOOK



Better
User Stories



MOUNTAIN GOAT
SOFTWARE



How to get the best value from this workbook

- 1 Print it out, and have it to hand before you attend the live session. As you fill in the workbook, it makes it easier for you to review the most important notes from the training. Afterwards, you can refer to the workbook as you think about how to implement the action items in your own work.
- 2 Write down one question you'd like answered by attending this training. If it isn't covered during the training, you can submit it during the Q&A segment.
- 3 Use this section below to write down which ONE action item you're going to implement first:

Technique #1: _____

How often should you write user stories? _____

If you're not seeing as much progress as you'd like in an iteration, this can be a symptom of focusing on the _____ instead of the _____

Each story-writing workshop should focus on a S _____ O _____

Four ways to think about this (SO) include:

Term

Your notes/thoughts

M _____ V _____ P _____

M _____ M _____ F _____

W _____ I _____ G _____

B _____ H _____ A _____ G _____

To visualize the relationships between stories you should use a : _____

These show a:

To remember this, insert this word between stories:

Rows _____

Columns _____

Some results you're likely to see from running a story-writing workshop and using a story map include:



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Technique #2:

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What problems do you tend to see happen when you fail to split stories correctly?

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.....

To be agile, we don't estimate in terms of percentage complete. There are only TWO states for ANY story. These are:

1. Not

2. C

What are the THREE qualities of something that is *potentially releasable* or *potentially shippable*?

.....

.....

.....

And what is the ONE THING it does NOT have to be?

.....

A good test to see if your features is *potentially shippable* or *releasable* is to ask yourself: *Would a savvy customer* *for this progress?*



Technique #3:

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What is ONE common problem of having TOO MUCH detail on a user story?

.....

.....

What is ONE common problem of having TOO LITTLE detail on a user story?

.....

.....

Which one is the most common (circle the best answer):

*Teams mostly end up with **TOO MUCH** / **TOO LITTLE** detail.*

What TWO QUESTIONS can you ask to coach your team to add just the right amount of detail at the right time?

1. Did you need an answer before

2. Did we just in time, in just-enough detail?

What results can you see when you get the right level of detail on your user stories?

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Extra Notes

