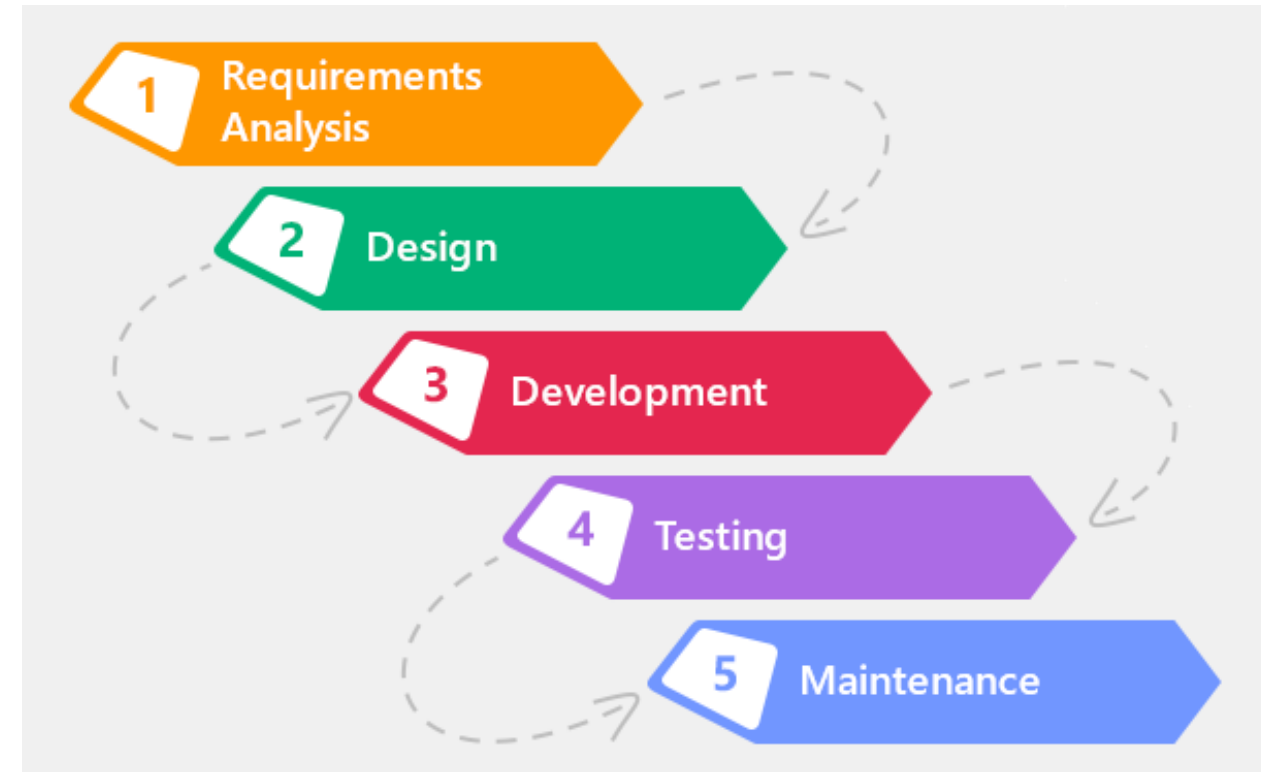


# User Stories and Tasks

The What and How of Building Software

# Old Fashioned Software Development

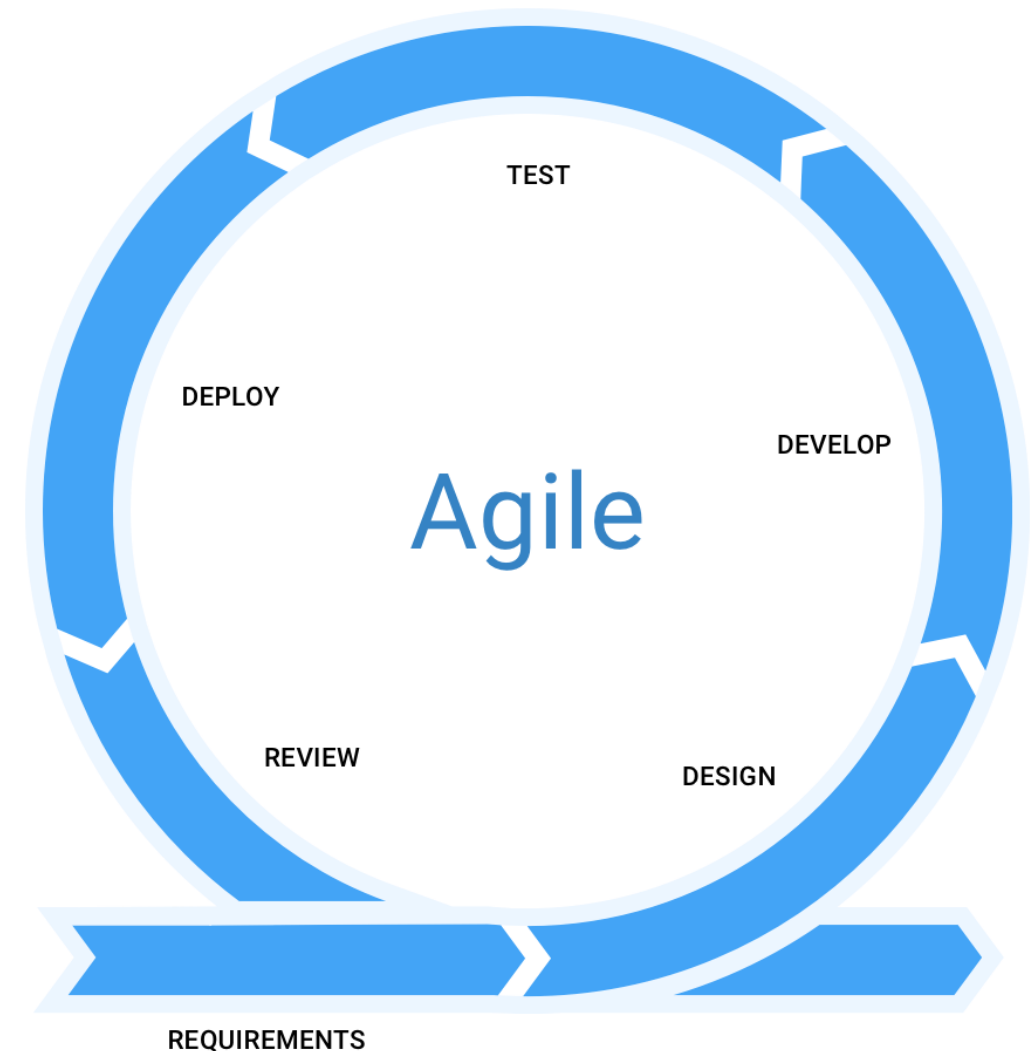
- Waterfall
  - Sometimes called Big Design Up Front (BDUF)
  - Does not handle volatile requirements or change easily
  - Getting through the process could take months....maybe years.



Tends to lead to more failures than successes...

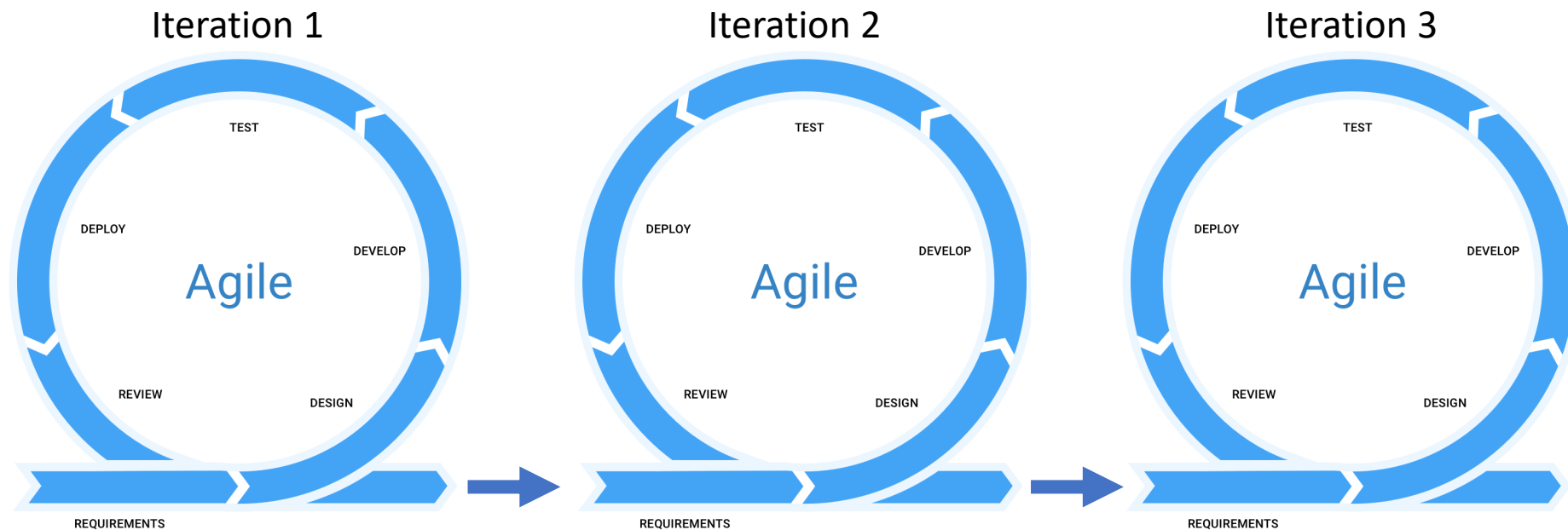
# Modern Software Development

- Agile
  - Many different variations
  - Viewed as more of a cyclic process than a linear sequence of events
  - More flexible for natural volatility in the development process



# Iterations

- Also called sprints
- Shorter periods of development that repeat the cycle



# Requirements Gathering with User Stories

- Describe only **ONE** thing the software does for your users
- Use the language of your users
- The requirement should come from the users
  - Human Centered / User driven
- Short
  - 3 sentences tops!
- Don't talk about specific technologies or implementation details

# Example User Stories (Movie Tickets)

Title: View showing films

Description: Users should be able to see all films currently playing.

Title: View show times

Description: Users should be able to see show times for the films

Title: Choose a seat in the theatre

Description: Users should be able to pick open seats in the theatre

Title: Order Snack Packs

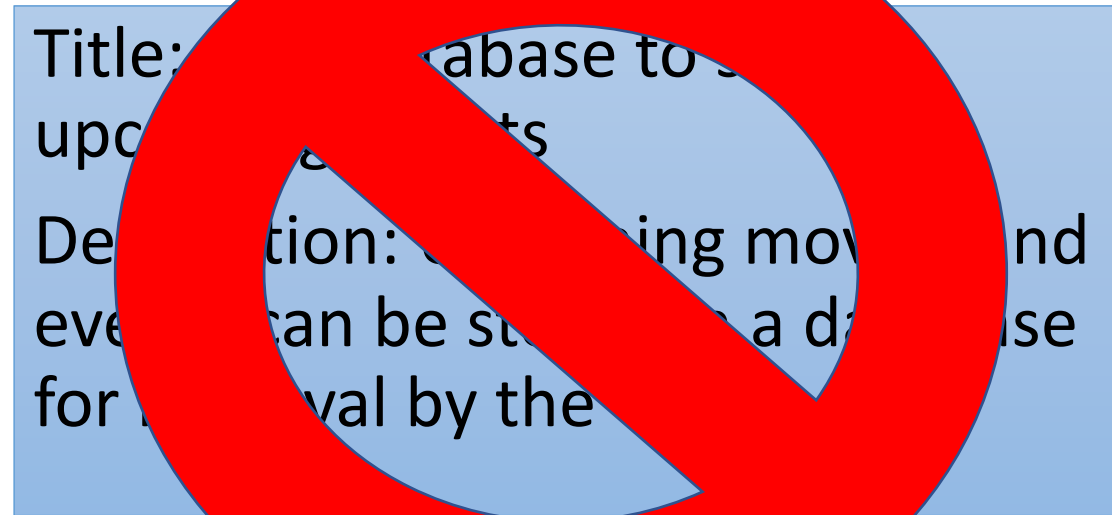
Description: Users should be able to pre-order snacks ready for pick up

# Good User Story? (Movie Tickets)

Title: SQL Database to store upcoming events

Description: Upcoming movies and events can be stored in a database for retrieval by the GUI

# Good User Story? (Movie Tickets)



NO IMPLEMENTATION DETAILS



# What Else?

# Prioritization and Time Estimates

- Generate time estimates for all the user stories
  - In days...not hours...
  - <https://planningpokeronline.com/>
- Get user / customer feedback on the priority of each user story

# Minimum Viable Product

- BASELINE Functionality
- Use the user story time estimates/priority as a guide
- Your first release is about delivering what is necessary
- Focus on what features are needed to meet the users needs
  - Minimal, but useful and usable
  - More enhancements and cool stuff comes later

# Tasks

- A collection of developer work necessary to accomplish a user story
- Each task is designed for ONE developer in mind
- Title, Description, and Time Estimate

Title: View showing films

Title: Movie Database

Description: Backend storage of films, poster art, and other metadata

Est: 2 days

Title: Film Gallery View

Description: Display all poster art in grid gallery with mouse over for show times.

Est: 3 days

# Task Ideas?

**Title:** Choose a seat in the theatre

**Description:** Users should be able to pick open seats in the theatre