Developing Agile Requirements with User Stories

User Stories are the most common means of representing requirements on agile projects. A user story describes system functionality that is valuable to a user or purchaser of a system. Acceptance tests are written to clarify and verify the behavior of user stories. In this course, you will learn how to write effective user stories and acceptance tests, and how to map your existing requirements processes to an agile approach.

Objectives:
- Identify and describe user roles and personas
- Write and evaluate user stories
- Identify and document non-functional requirements and business rules
- Learn how to manage changes to agile requirements
- Learn the characteristics of an effective user representative
- Learn how to use lightweight techniques for iterative requirements gathering
- Learn how to conduct story writing workshops using low-fidelity prototypes
- Write acceptance tests for user stories
- Learn to prioritize and estimate user stories for iterations and releases

Audience:
This course is intended for business analysts, users, product managers, developers, and testers who are currently responsible, or will be in the near future, for gathering and documenting requirements using agile methods.

Pre-requisites:
None

Duration:
2 days (Scrum / Agile workshop days available at a discounted rate)
Outline:

1. The big picture
   - Agenda
   - Introductions
   - How agile values affect requirements engineering
   - The benefits and risks of an agile approach to requirements
   - The agile requirements process

2. Defining the vision
   - Roles in agile development
   - Identifying project stakeholders
   - Lab: Identify stakeholders
   - Defining the project vision
   - Agile planning processes
   - Lab: Define the vision

3. Modeling user stories
   - Defining user roles
   - Lab: Brainstorm user roles
   - Prioritizing user roles
   - Developing personas
   - Lab: Describe a user role and a persona

4. Writing user stories
   - Guidelines for good stories
   - Lab: Identify and write user stories
   - Writing agile use cases
   - Capturing other types of requirements
   - Lab: Write agile use cases and non-functional requirements
   - Managing agile requirements

5. Gathering user stories
   - Lightweight requirements gathering
   - Working with user proxies
   - Conducting interviews
   - Using observation
   - Group techniques
   - Building low-fidelity user interface prototypes
   - Conducting a story-writing workshop
   - Lab: Conduct a story writing workshop

6. Testing user stories
   - Writing acceptance tests
   - Detecting story “smells”
   - Lab: Write acceptance tests for user stories
   - Handling artifacts

7. Planning with user stories
   - Planning iterations and releases
   - Prioritizing the product backlog
   - Lab: Prioritize stories for an iteration
   - Estimating with story points
   - Using stories to plan releases and iterations

8. Retrospective
   - Review
   - Agile retrospectives
   - Lab: Workshop retrospective
Why IconATG?

- Consulting, mentoring and developing/providing training programs for large IT organizations since 1992
- Full software lifecycle curriculum with cost-effective, tailored courses with seasoned instructors, qualified through hands-on experience
- Skilled in tools selection and deployment, organizational transformation via process, technology and culture
- Proven experience tailoring and extending iterative SDLC processes (RUP, Agile, Scrum, XP, OpenUP, Essential UP)
- Experienced mentors and consultants with demonstrated project success

IconATG is a thought-leader in IT training, consulting and mentoring. Our training team has successfully developed cost-effective, customized IT training programs and we have taught thousands of students through our formal courseware and hands-on workshops. We offer introductory to advanced courses in focused disciplines of the full software lifecycle including Iterative, Agile, Unified Process (RUP), Scrum, UML, requirements and Use Cases, facilitation, user-centered design, iterative project management, and architecture (SOA/MDA). Our instructors’ real-world expertise is incorporated in each of our classes, giving your team practical skills to be highly productive when developing today’s most demanding applications.

Mentoring solidifies knowledge gained through training by applying concepts learned in class. Icon’s extensive project experience has shown that teams better understand new processes and techniques by applying them with an experienced mentor. IconATG consultants and mentors work with project teams applying new technologies, tools and processes in their organizations to ensure project success. Full lifecycle experience allows Icon consultants to deliver expert knowledge in specific disciplines, while providing an understanding of the workflow throughout the lifecycle. We actively work with your project team helping them develop skills and address problems through facilitation, demonstration, co-development, review, observation and advice. IconATG is that critical consulting resource - we help ensure your success!