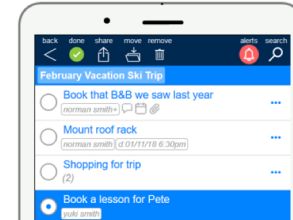




- Independent Agile Consulting
- Founder at Nexxle



- Chief Agilist
- Enterprise Transformation
- Built Agile Delivery team



800 Team Transformation



Founder, CEO, CTO



Past President

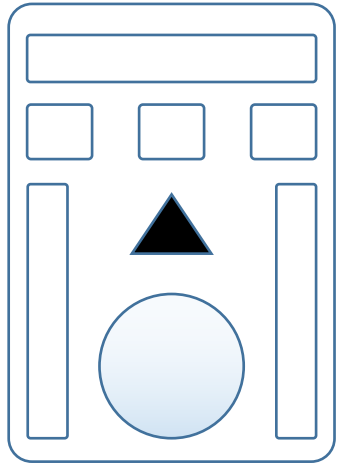
# Growing a Product

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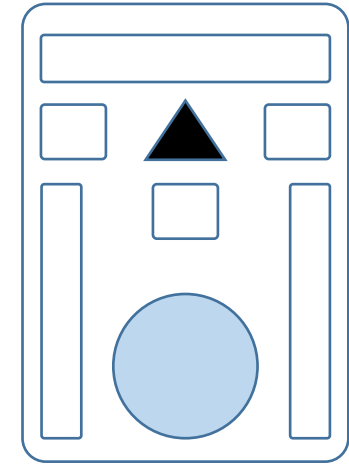
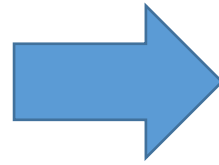
A single  
User Story



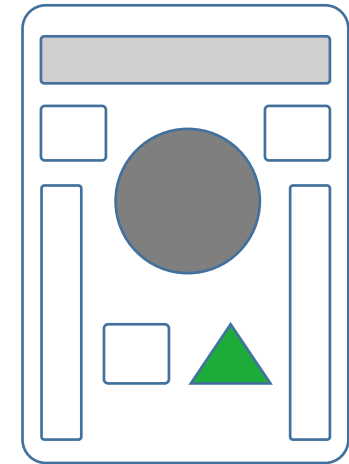
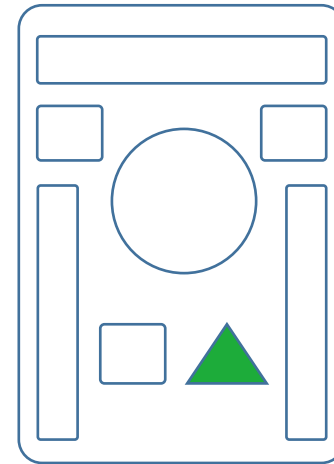
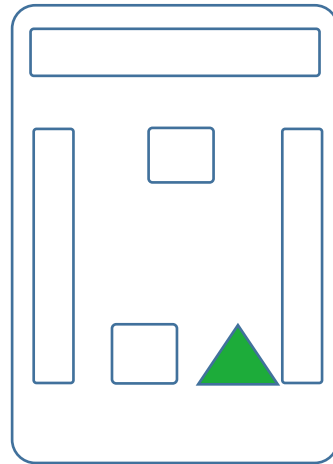
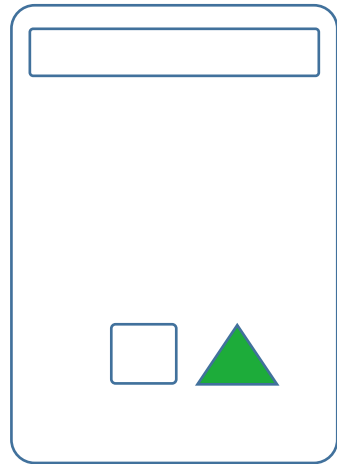
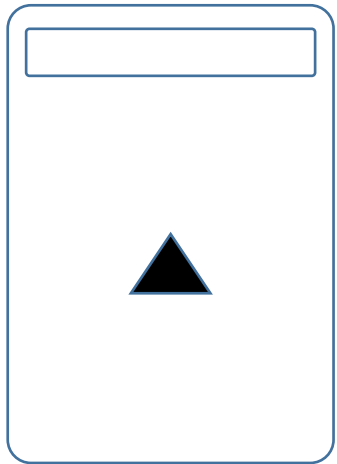
# Pixel Perfection vs Growing



UX's "Pixel Perfect" Design

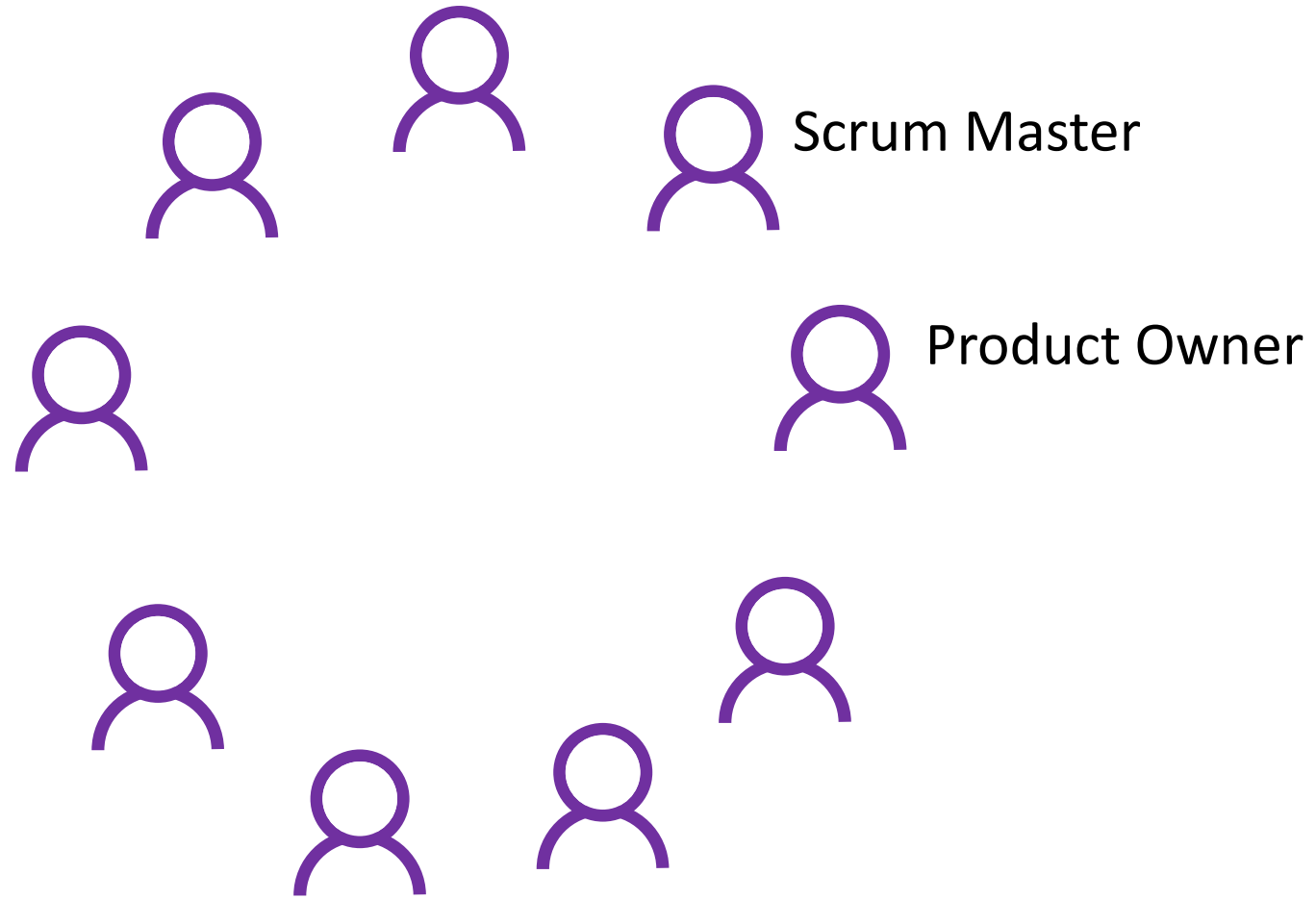


Final Product, Approved by UX person



UX Person Involved in Process

# Autonomous Team

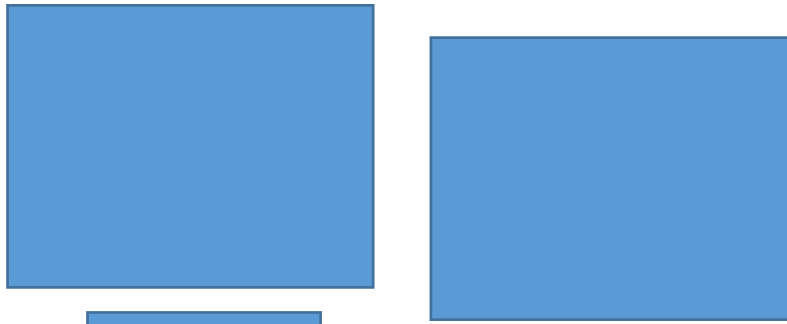


# Top User Story Tip



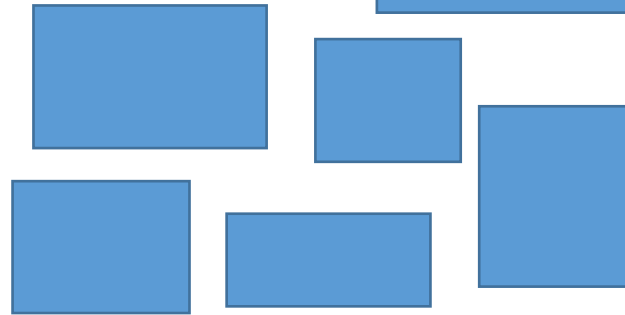
# Products to Epics to Stories

Products



BYOD data backup for large businesses to protect IP

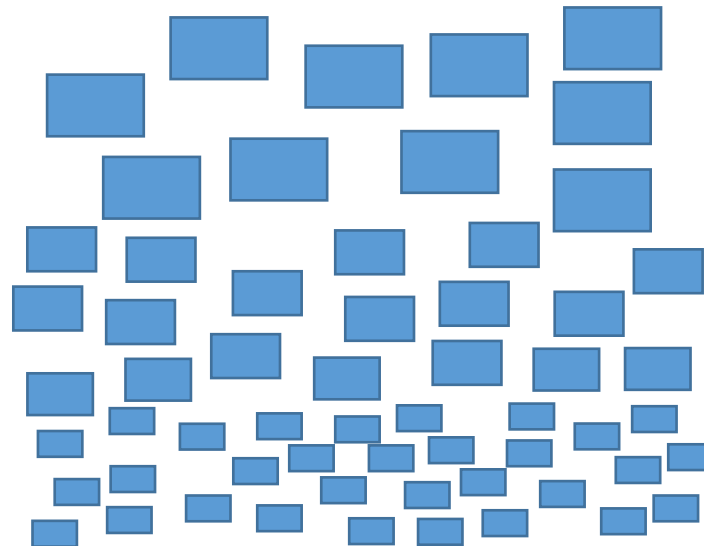
Epics



Reporting

User Stories

(start to prod in < 2 weeks)



Admin wants automated daily reports on storage usage to help spot trends

# User Stories

iOS user wants redundant copy of data on device in case of accidental changes

## Components of a User Story

**Who:** iOS user

**What:** redundant copy of data on device

**Why:** in case of accidental changes

## Characteristics of User Stories

- Can be implemented in any order
- Does not specify how to implement it
- Customer/market focused
- Small
- Something that could be done as a “patch” in a week or less

# Bill Wake's "INVEST" Guidelines

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- **Independent**
  - To the extent possible, stories can be implemented in any order
- **Negotiable**
  - How to accomplish the goal is left open, no suggested implementation
- **Valuable to the user**
  - Something the user can actually use, not just a technical task
- **Estimatable**
  - No research required, well understood
- **Small**
  - Can be taken from concept to ready for release within a couple of weeks and preferably within a couple of days
- **Testable**
  - It is possible to measure something specific to verify that the story is done



# Negotiable

Clothes shopper wants  
to \_\_\_\_\_ so  
they can decide if they  
have enough time to shop

## Specified

- “find stores using GPS”
- “find stores using a valid postal address”
- “find stores using a valid zip code”
- “see all 10 store locations on a map”
- “get driving directions”
- “find stores nearby”
- “get walking directions”
- “find stores within driving distance”
- “find stores within walking distance”

## Negotiable

- “find stores”

# Valuable

Shopper wants to locate an item in the store they are standing in so they can pick it up.

Valuable

Database of coupons from all vendors

A database on its own has no value to the user

User wants to upload images to be used by other functions to add their own flair

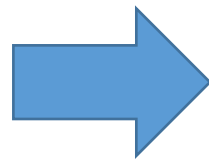
Until the images can be used they have no value

Movie-goer wants to read movie reviews for a given movie so they can decide if they want to see it.

Valuable

# Split by Separator

Movie-goer wants to find movies and theaters, read reviews, watch previews, reserve tickets, and pay for movies to have fun



Who: Movie-goer wants to...

What:

1. find movies
2. find theaters
3. read reviews
4. watch previews
5. reserve tickets
6. pay for movies

Why:

...to have fun

# Split by User / Persona / Market

## Original Story:

Customers want to pay for things using a credit card for convenience.

## Persona: Frank

Business traveler who prefers American Express and mainly uses it at restaurants



Square



Frank wants to pay using Amex on a Square terminal to simplify his expenses



Ingenico ict250



Frank wants to see how much he has spent on food to comply with company policy



# Split by Test Scenario

Consider the product “Greeting Card Website”

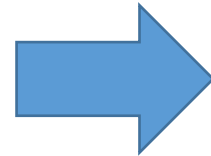
What are a set of steps that would make up a good test scenario?



# Split by Test Scenario

## Test steps

- Select father's day card
- Select email delivery
- Select the free version
- Enter destination email
- Press "send"



## Resulting story

Person wants to send a free Father's Day card via email to express their love.

**Expectation:** a father's day card is received at the given email

# Not Testable

Shopper wants interface  
to be fun so they are  
happy while shopping

Shopper wants app to  
respond quickly to make  
quick decisions

# Making Stories Testable

Shopper wants interface to be fun so they are happy while shopping



Shopper wants fun\* interface so they are happy while shopping  
\*avg of 4 o/o 5 on fun scale from 5 internal users

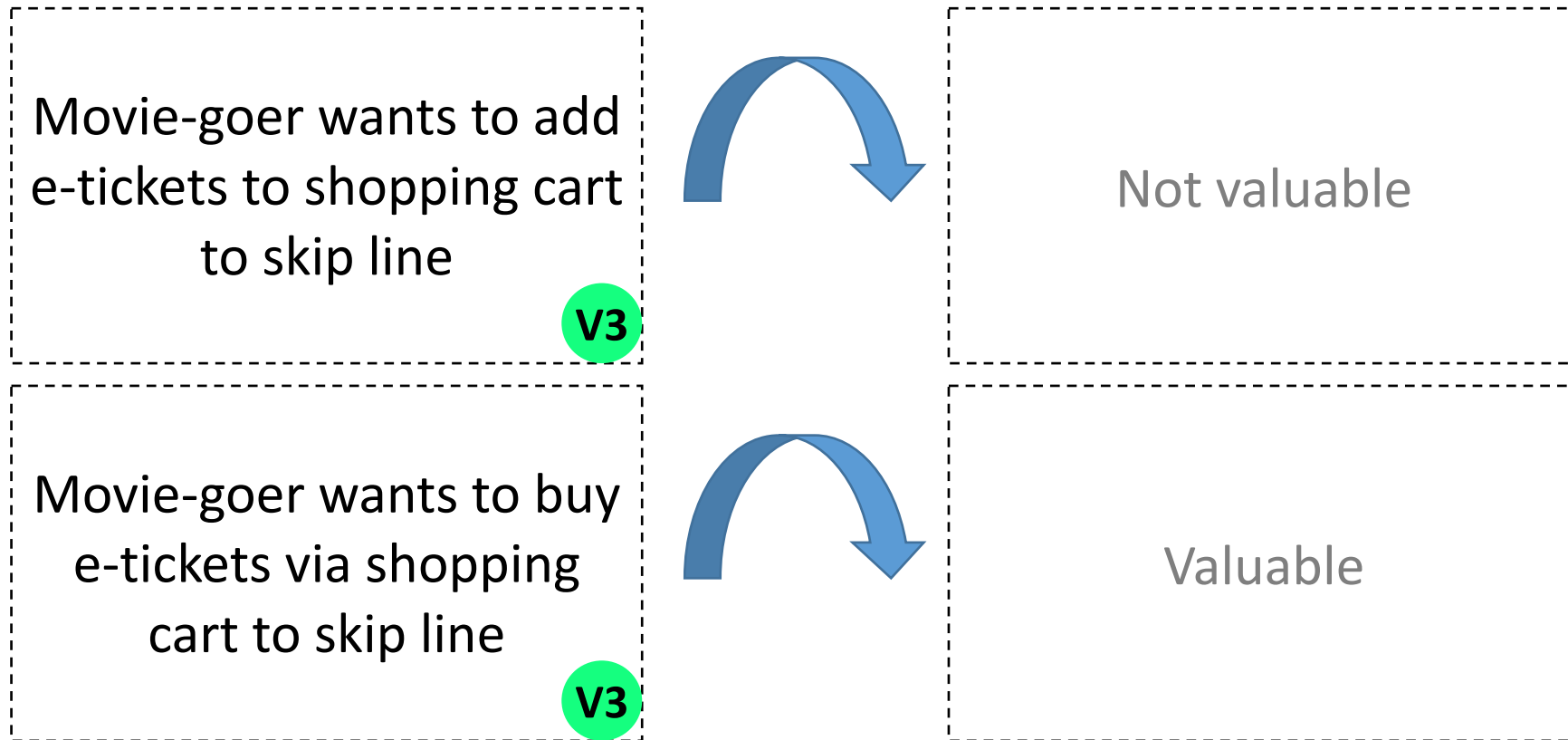
Shopper wants app to respond quickly to make quick decisions



Shopper wants app to respond in no more than .5 seconds to make quick decisions



# Playing the Value Game



# High Level Instructions

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- Some of the games have two decks, use one deck at a time
- You can do the games in any order
- Stay within the recommended timebox, use a timekeeper if necessary
- Start with the cards story side up (circle in the bottom right)
- Shuffle the cards before laying them out
- For most of the games, separate the cards into categories
- When done, check your answers on the back of the cards
- This is not a test, the most important thing is the conversation
- Can substitute stories you brought, written on 3x5 cards for the cards
- Form teams of 4-5

# Materials

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<https://Nexxle.com/Agile/downloads>