Write

Better User Stories

in Less Time *with* Less Aggravation

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The 3 *Surprising Techniques*
of Top Agile Teams

WORKBOOK

Better
User Stories

MOUNTAIN GOAT
S O F T W A R E

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:

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SOFTWARE

Technique #1: _____

_____

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 _____

Two ways to think about this (SO) include:

Term			Your notes/thoughts
M _____	Viable	P _____	_____
M _____	Marketable	F _____	_____
			_____
			_____

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

	These show:	To remember this, insert this word between stories:
Rows	_____	_____
Columns	_____	_____

What is one benefit you'll see from running a successful story-writing workshop and using a story map?

_____

_____

Technique #2: _____

_____

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: _____

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's one benefit you can expect when you get the right level of detail on your user stories?

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Extra Notes