

# INVEST IN GOOD USER STORIES

## **I**ndependent

Stories should be independent in a way that allows the easy prioritization and not overlap each other, even though it is not always possible.

## **N**egotiable

Story is viewed as an invitation for conversation capturing what is desired, not a contract for features. It may acquire notes, test ideas etc. in order to meet a customer needs.

## **V**aluable

Value of a story is based on customer needs, what is an important factor while prioritizing backlog. Value needs to be considered especially when splitting stories so each story brings a value to the customer.

## **E**stimable

A good story can be estimated, meaning that developers can understand it and be able to implement it. Based on that it is possible to rank and schedule implementation.

## **S**mall

Stories tend to be small. Usually at most a few person-weeks of work or one iteration length. Smaller stories are easier to estimate and further details can be added later.

## **T**estable

Common characteristic of good requirements is testability. This applies for stories as well. Testability is also an indication of understanding the goal of the story.