

USER STORY CREATION

Definition of Done, and the **5Ws**, **INVEST** phases, supported by **3Cs** is a continuous process based on the **User Story** Creating a

INVEST

- *Independent
- *Negotiable
- *Valuable
- *Estimable
- *Small
- *Testable

As a < user/persona >, I want
< some goal > so that
< some reason >.

Based on the **3Cs** process, a **User Story** creation starts with writing it using the user/persona, his goal, and the resulting benefit on a **CARD** (virtual/physical) to enable starting a **CONVERSATION**.

5Ws

- *Who
- *What
- *When
- *Where
- *Why

The content of the card should be clarified via **CONVERSATIONS** with the team/relevant people about the created story and refine it. Repeatedly check if the story meets **INVEST** criteria and answers the **5W** questions. Acceptance criteria may be refined or added, as well as schemas, wireframes, mock-ups, specifications, etc.

As a <user/persona>, I want <some goal> so that <some reason>.

Acceptance Criteria:

- *The user achieves something after the action
- *The user gets something after the action

The **CONVERSATIONS** may lead to the conclusion that the story is too big for one iteration (**INVEST-Small/Estimable**), and decision to split it into 2 new stories (**INVEST-Negotiable**).

The first logical part of the story which was split

The other logical part of the story which was split

3Cs

- *Card
- *Conversation
- *Confirmation

Based on the previous, the **CONFIRMATION** of what will be built needs to be achieved. The content of the story should answer all the **5Ws** questions and meet the **INVEST** criteria. Now you should have a story that is ready to be worked on, relevant people are familiar enough with it and the team should accept the story to be ready for development. The user story quality is dependent on the **Definition of Done (DoD)** and it has to be possible to meet the DoD after the implementation

DoD

The shared understanding of when a User Story is considered done.