

## Gathering Requirements

- Get the ideas down
- Find questions and unclear ideas
- ASK
- Iterate
- Find more ideas
- Don't rule out anything too early!
  - Whiteboarding/blueskying
  - Expand ideas
  - Then reduce/move into phases much later
- Learn!
  - Role Playing
  - Job Shadowing
- Create User Stories
  - Customer Focused
  - Do one thing
  - Short
    - Generally, title + 1-3 sentence description
  - Non-technical
- Estimation
  - Use days, story points, something – but try not to use hours
  - Find and eliminate assumptions
  - Use planning poker
  - Break things down if too big
  - Try to converge/achieve consensus

## Videos

- As a \_\_\_\_, I want \_\_\_\_\_ so that \_\_\_\_\_
- Role -> Do Something -> Requirement/Criteria -> Goal
- Eliminate conjunctions
- Eliminate limitations (unless, except, etc)
- Focus on WHAT not HOW

## User Stories vs Use Cases

- User Story – high level, expresses a need of the customer, written from the user's perspective
- Use Case – detailed description of behavior, pre and post requisites, written from a system actor's perspective

## Granularity

- Find vertical slices
- Tasks are OK – but make sure you're delivering value

## INVEST

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