USER STORY MAPS: OVERVIEW AND EXERCISE

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TOPICS

- **What are User Story Maps?**
- **Benefits of User Story Maps**
- **User Story Map Overview and Process**
- **Resources**
- **Group Exercise**

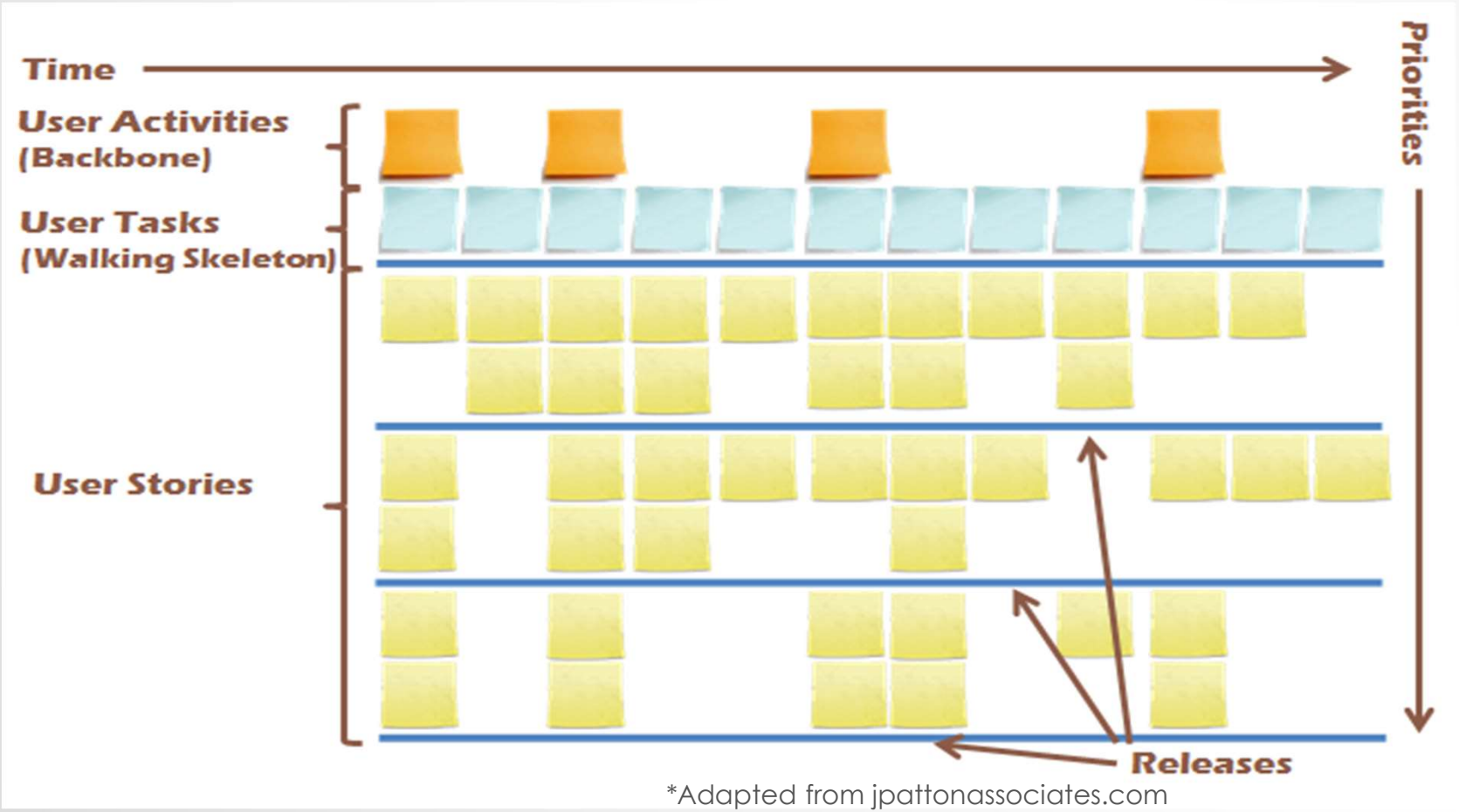
WHAT ARE USER STORY MAPS

- **A popular visual and collaborative technique invented by Jeff Patton for discovering User Stories and Planning Releases and Sprints**
- **An approach to collaboratively creating a "walking skeleton" of the System's major activities and tasks**
- **A means to discover and prioritize User Stories based off of the "Walking Skeleton"**

BENEFITS OF USER STORY MAPS

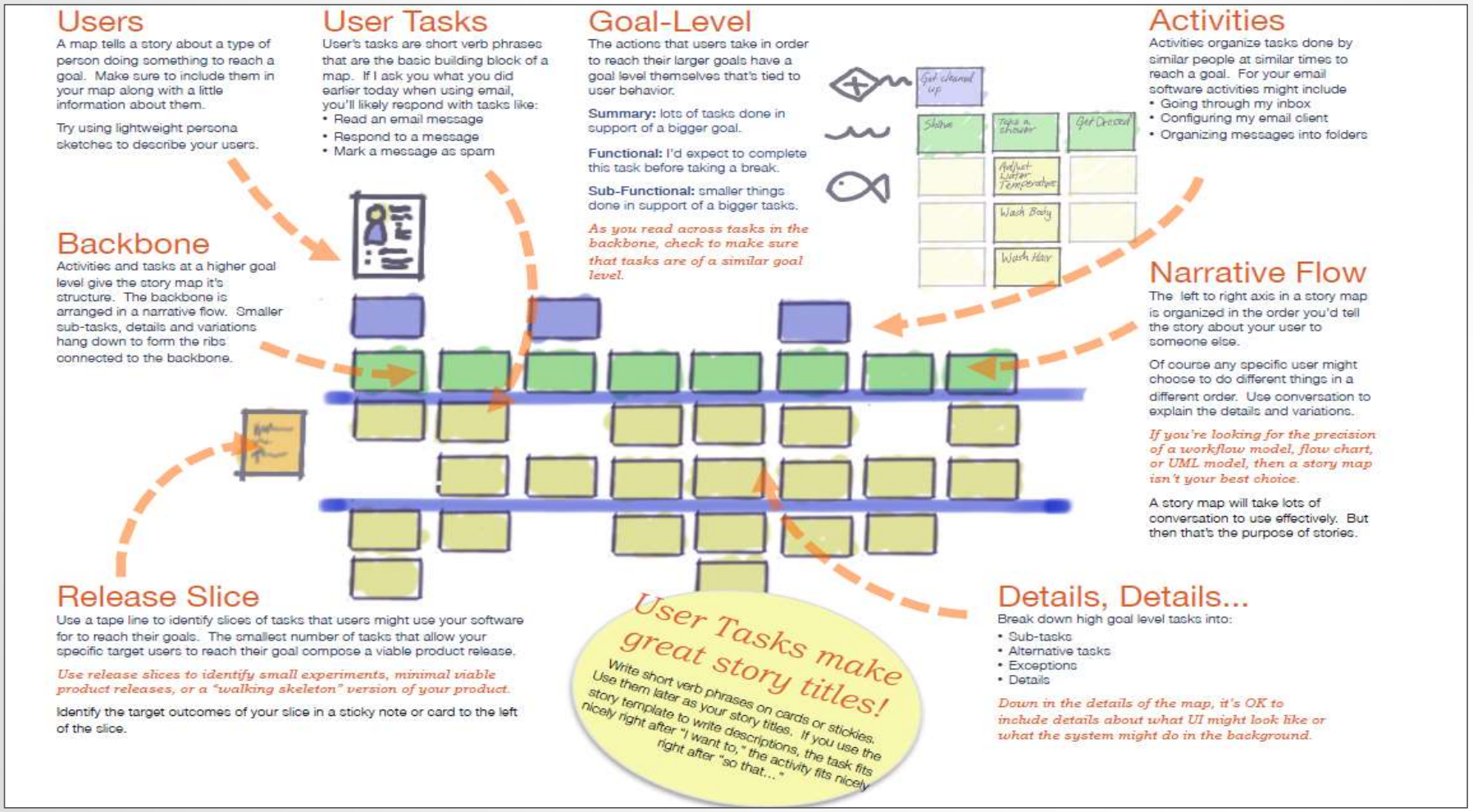
- Allows **teams** to discover stories in context of a larger, consistent vision (i.e. avoid a "Frankensystem")
- Allows teams to see the big picture in their backlog
- Provides a useful visual model and tool for discussing, prioritizing, and managing scope
- Promotes collaboration and brainstorming in discovering and grooming user stories
- Fosters looking at a product or feature from the users' perspective (much like Use Cases).

BIRDS-EYE GRAPHIC



*Adapted from jpattonassociates.com

GRAPHIC WITH ADDITIONAL DETAILS



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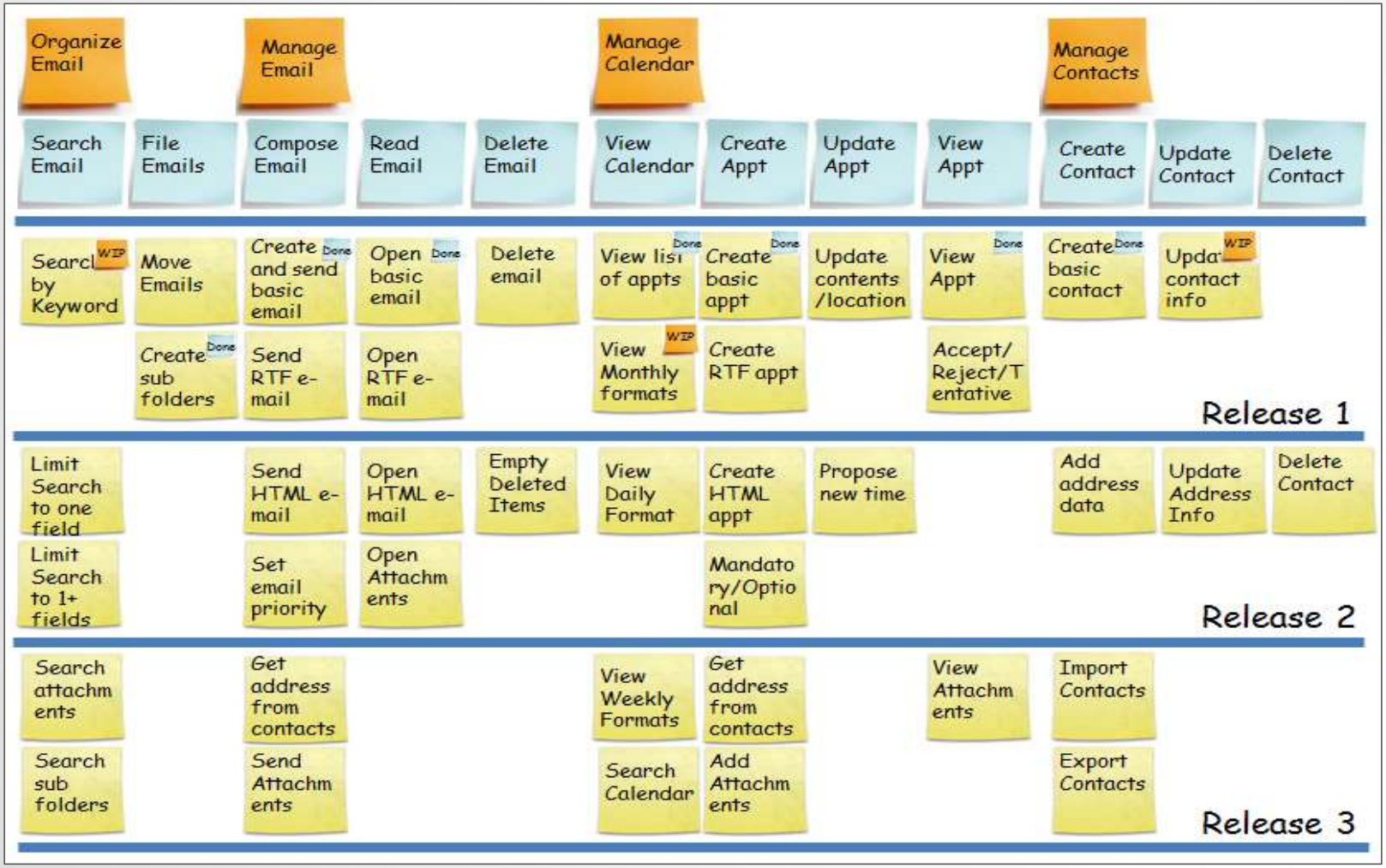
SIMPLE EXAMPLE – EMAIL SYSTEM



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NOTIONAL USER STORY MAP "PROCESS"

Frame	Create (or review) a short product or feature overview (purpose of the product/feature, different types of users/customers using it, and major benefits)
Map the Big Picture	Identify Activities and High-Level Tasks for each user (mile-wide, inch deep). (This may lead to additional discoveries of users, activities)
Explore	Fill out the body w/ candidate story details, (Look for variations, exceptions, rules, UI, data). You may (again) discover new tasks/activities/users or combine/split stories.
Slice out Viable Releases	Slice the map into product releases that make sense. Describe the target outcome and impacts.

ALTERNATIVES TO USER STORY MAPS

- **Some alternatives to User Story Maps include:**
  - Use Cases
  - Process Diagrams
  - Work Breakdown Structure

- **Since none of these techniques were specifically invented for Agile, some issues with their use include:**
  - Dogmatic adherence to full-blown technique vs. adaptation to suit current purpose. (i.e. increased time, heavyweight)
  - Non-Acceptance by team members that are "Agile Purists"
  - The dreaded "A-Word" (Audit) against traditional checklists
  - Risk of non-collaboration

RESOURCES

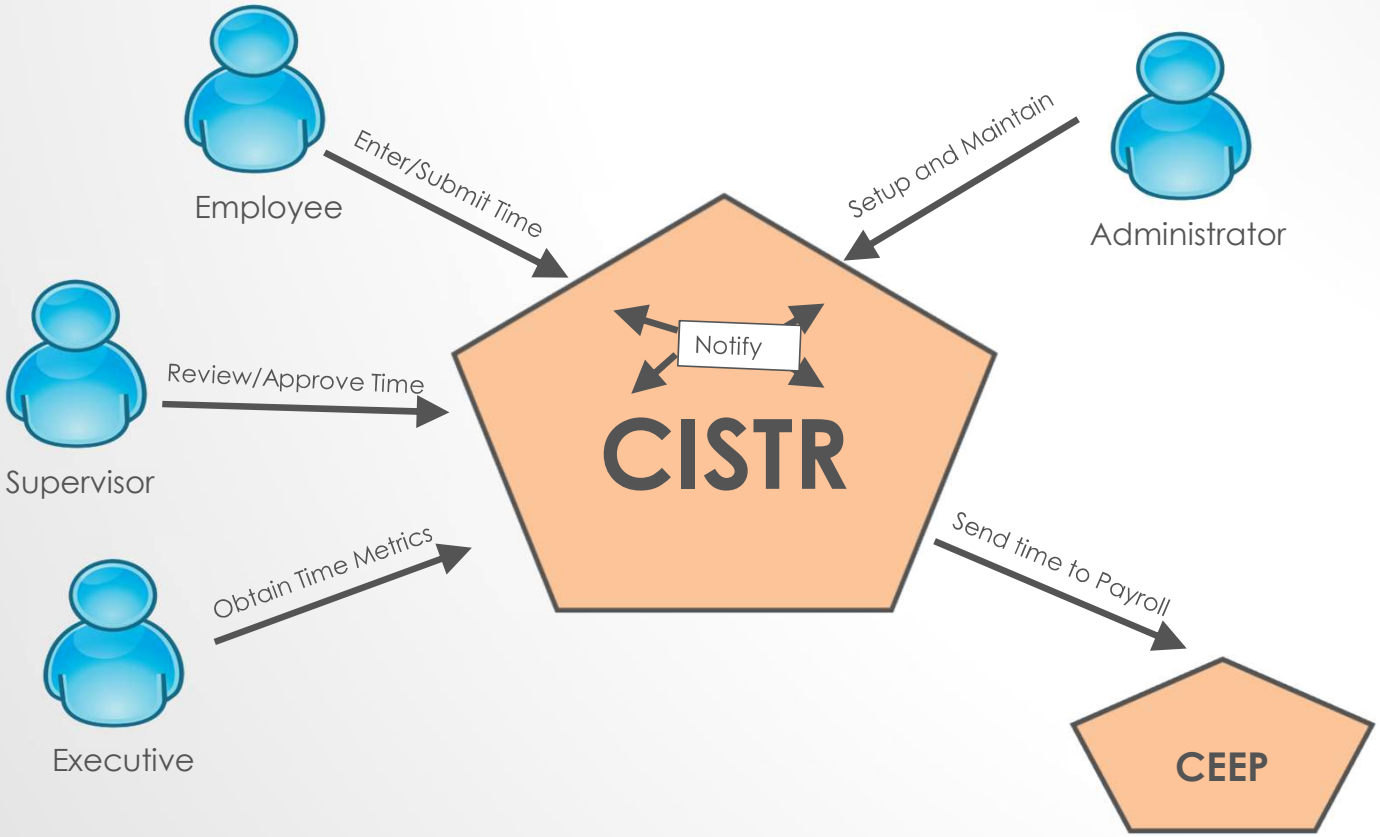
- ***Jeff Patton Web site***
- ***Amazon User Story Maps Book***
- ***Winnipeg Agilist***

GROUP EXERCISE OVERVIEW - **TIMESHEET SYSTEM**

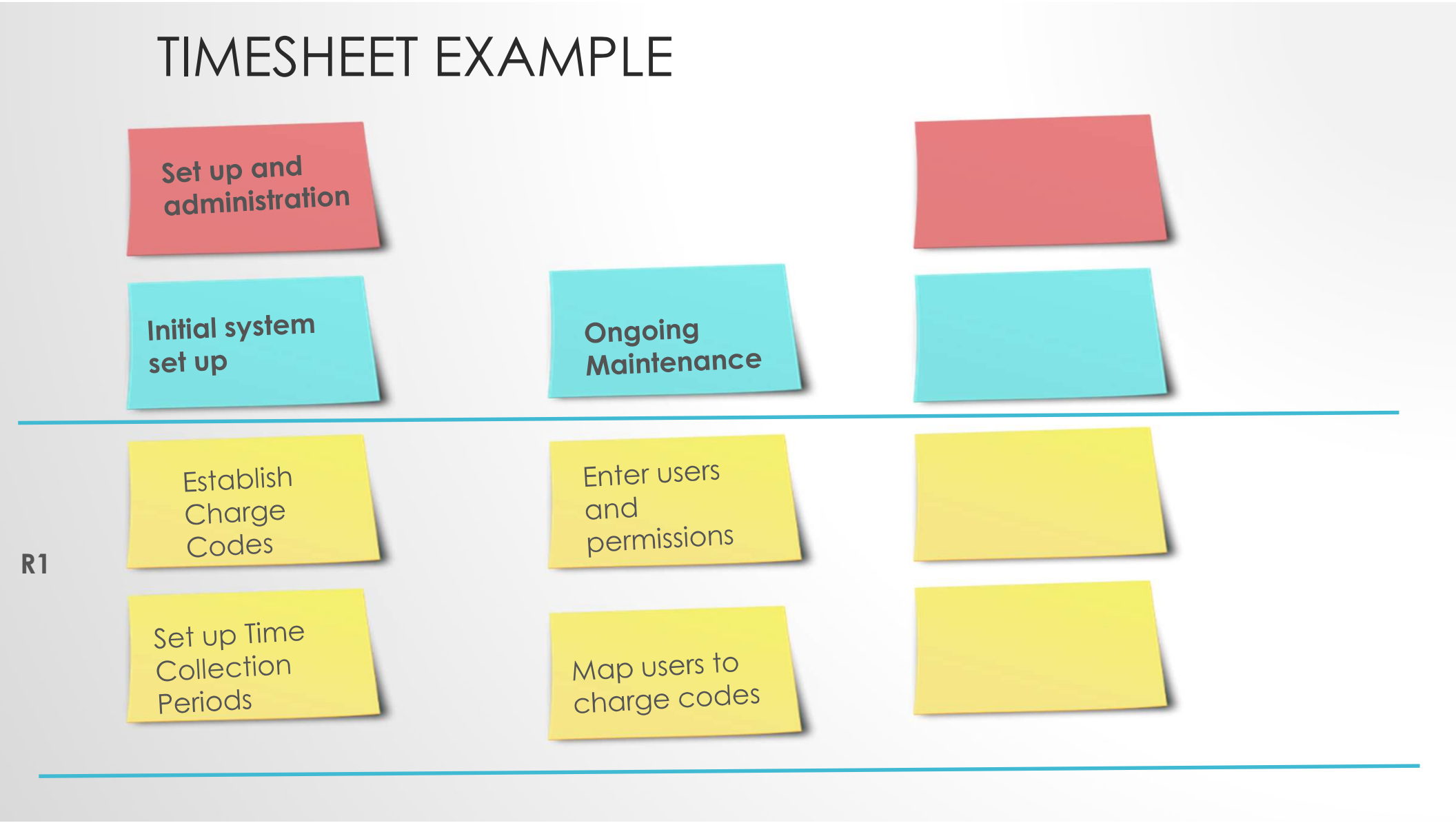
Overview: The Corporate Integrated System for Time Reporting (CISTR) is being developed to replace the existing, paper-based timesheet system. It is intended to provide the following benefits:

- A streamlined, intuitive, and efficient way for employees to enter, submit, and correct timesheets. Efficiencies include allowing an employee to create a shell of their previous timesheet to use in the current pay period or set up timesheet templates to use for time periods.
- A streamlined, intuitive, and efficient way for supervisors to approve/reject timesheets.
- Integrated notification and workflow of timesheet submission and subsequent approvals/rejections improving timesheet turnaround time.
- Increased quality of timesheet data resulting from data validation by the system by only allowing employees to record time to project charge codes (including time for holidays, vacation, sick days, etc.) for which they are authorized.
- An efficient and on-line ability for administrators to setup and maintain timesheet reference information (e.g. time periods, charge codes, employees)
- Automated integration with the Corporate Electronic Enterprise Payroll System (CEEPS)
- Better Visibility into Metrics and Reporting for Executives

GROUP EXERCISE - VISUAL



TIMESHEET EXAMPLE



GROUP EXERCISE INSTRUCTIONS

Activity	Time (mins)
Identify several High Level Activities as a group.	5
Split into teams. Each team identifies the High-Level and some user tasks for a selected activity	10-15
Half of each team switch to the other team and discuss, question, elaborate on your stories.	10
As a group, try to break out into R1 (MVP) and Non-MVP.	10

Any Questions?? Ask the Product Owner