User Stories

User stories describe features of a product that are available through the public interfaces such as the user interface or an integration API.

User stories have three components:
- Card: “space-boxing” to limit the amount of text
- Conversation: collaborate and convert to working product
- Confirmation: automated acceptance tests

### Template

**As a User Role**
I can **Action (Feature or Activity or Task).**
That way, **Product or Business Metric**

### Example

**As a Job Seeker**
I can **upload my pdf, word or text resume.**
That way, **NPS improves.**

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**Imaginable this conversation:**
PO: You are a user, right?
User: Yes, I’m looking for a job (Job Seeker).
PO: What do you want to do?
User: Upload my resume to this web site.
PO: And if we do that, are you likely to tell your friends about our product?
User: Yes.

**Notes:**
- The user should be a human who interacts with the system
- Non-user stakeholders don't get user stories!!!
- Systems don't get user stories!!!
- The feature or function is written as an action
  - Usually unique for each User Story
  - The “system” is implied and does not get written in
- Active voice (“I can subscribe to notifications”), not passive voice (“I can be notified”)
- The metric is a business result connected directly to product vision
  - Many stories may share the same benefit statement
  - The benefit is often a metric related to product success
  - Usually related to money, time, quality or happiness
  - Not another feature or action inside the system

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**Good user stories**

Independent
Negotiable
Valuable
Estimable
Small
Testable

*Bill Wake created this acronym*