The Non-Existent Art of User Story Analysis

...or how to avoid the death by Refinement meetings

As a User...
What is User Story Analysis?

- Engaging
- Neat & structured
- Quality-driven
- Human-driven

The practice in details

- Goals
- Needs
- Intentions
- Quality
- Kids

The text checklist

- A user story must be...
- Clear
- Concise
- Complete
- Consistent
- Consistent

Text analysis example

- G A
- Q A
- K A

Visualise your user

- Make the plan
- Marketing
- Design
- Technical Writing

Thorough

Empathetic

Compact
What is a user story?
The user story is a conversation starter.

It's not the requirement.
What is a refinement meeting?

Do you have any questions?

No, we'll figure it out!

And here we have an agile team performing a grooming session.
ENG: I didn’t have time to prepare questions for today.

PM: I didn’t have time to write the acceptance criteria.

QA: Aren’t we going to fix the critical bugs from the last sprint?

UX: I hope they finish earlier, so I can make the Refinement with the other team.
Ok, almost DONE... just to confirm what we decided about that last case with the Product Owner...
Introducing...

User Story Analysis
User Story Analysis Overview

1. Text Analysis
2. Context Analysis
3. User Visualisation
4. GNIQR
5. Quality & Test Analysis
6. Tasks Breakdown
Text Analysis Checklist

A user story must be...

- Clear
- Compact
- Complete
- No scope creep/cut
- No repetitions
- No superfluousness
- Well-articulated

The User Story

Comments & Questions on the Text
Context Analysis

Why does the user want this?

Ok, but why does the user want this?

Ok, but what is their motivation?

Is this what they actually need?

Keep asking WHY!

The [NEW] User Story
User Visualisation

Where is our user now?

Where are they going to?

What time is it?

How are they feeling at the moment?

What do they have on their mind?

Why do they use our product?

User error protection

Invalid Test Cases

Priority
GNIQR Alignment

- **Business**
  - GOALS
  - NEEDS
  - QUALITY (expectations)

- **Customer**
  - GOALS
  - NEEDS
  - QUALITY (expectations)

- **Market**
  - GOALS
  - NEEDS
  - QUALITY (expectations)

- **Product**
  - GOALS
  - NEEDS
  - QUALITY (expectations)

- **Technology**
  - GOALS
  - NEEDS
  - QUALITY (expectations)
Quality & Test Analysis

Now you're talking!
Quality & Test Analysis

<table>
<thead>
<tr>
<th>Quality &amp; Test Analysis</th>
<th>5</th>
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<tbody>
<tr>
<td>Functionality</td>
<td></td>
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<tr>
<td>Usability</td>
<td></td>
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<td>Maintainability</td>
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**Expected behaviours**

- What must always work?
- How to make sure we've done it right?
- What if...

**What do we have to test?**

- What could go wrong?
- How are we going to test it?

**How are we going to test it?**

- How important is each quality to the user, the feature, the code base, the product, the team?
Tasks Breakdown

Communication
DevOps
Testing
UX/UI Design
Marketing
Coding
Customer Support
Technical Writing
User Story Analysis Overview

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How to adopt it?

One story at a time

One frame at a time
➔ The user story is a conversation starter. It's not the requirement.

➔ Refinement meetings without an agenda are a waste of time.

➔ The time for analysis is much cheaper than the time searching and waiting for answers, fixing bugs and calming down burnt-out developers and disappointed customers.

➔ Engage everyone involved and keep all the information in one place.