**Exercise – User Stories**

Form a team of 2 to 4 students.

Brainstorm in your team and write down 10 user stories for one of the following (or your own) systems:

- WhatsApp
- Facebook
- Google mail (or similar)
- TransferWise
- A computer game
- A shop that sells custom-made shirts
- Uber
- Etc.

Before you start brainstorming the user stories, write down one sentence briefly characterising the purpose/value of your system.

Do not brainstorm the same system as any of your neighboring teams.

Make sure that the 10 user stories have 3 elements and an acceptance test.

Make sure you have at least 2 roles/stakeholders (better 3+).

Make sure that the 10 user stories fulfill the INVEST criteria:

- **Independent**: The Story should be self-contained, in a way that there is no inherent dependency on another Story.
- **Negotiable**: Stories, up until they are part of an iteration, can always be changed and rewritten.
- **Valuable**: A Story must deliver value to the stakeholders.
- **Estimable**: You must always be able to estimate the size of a Story.
- **Small**: Stories should not be so big as to become impossible to plan/task/prioritize with a certain level of certainty.
- **Testable**: The Story (or its related description) must provide the necessary information to make test development possible.

Spend approximately 10 min on the development of user stories (i.e., 1 min per user story).

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After 10 minutes: give your list to a neighboring team for review:

Score each team’s user stories as follows:

1 point per element (-> max 3)
1 point per acceptance test
1 point per INVEST criterion (-> max 6)

TOTAL max -> 10 per user story -> 100 for 10 user stories

Give 0 points if something is missing or completely wrong; give 0.5 points if an element, test, criterion is there/fulfilled but not fully correct.