



A TECHWELL EVENT

W7

Agile Testing

Wednesday, October 17th, 2018 11:30 AM

Telling a Better Story: Finding Quality in the Agile User Story

Presented by:

Stephan Marceau and Keith Turpin
Slalom

Brought to you by:



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Stephan Marceau

Stephan Marceau is a quality engineering practice leader at Slalom and has spent his eighteen-year career in consulting, with the last ten years working in the quality assurance and testing domain. He has worked across industries, partnering with organizations large and small to help enable better software quality through a wide lens that includes agile principles, software engineering practices, and organizational culture.

Keith Turpin

Keith Turpin is a solution ownership practice leader at Slalom, where he supports clients in their journey to build modern software and their attempts to implement agile. In his career, he's led global development and QA teams and served as a director of marketing systems. Keith is passionate about agile delivery and the finance and telecom sectors.

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STARCANADA

October 2018

Stephan Marceau

Quality Engineering (QE)

Based in Boston, MA

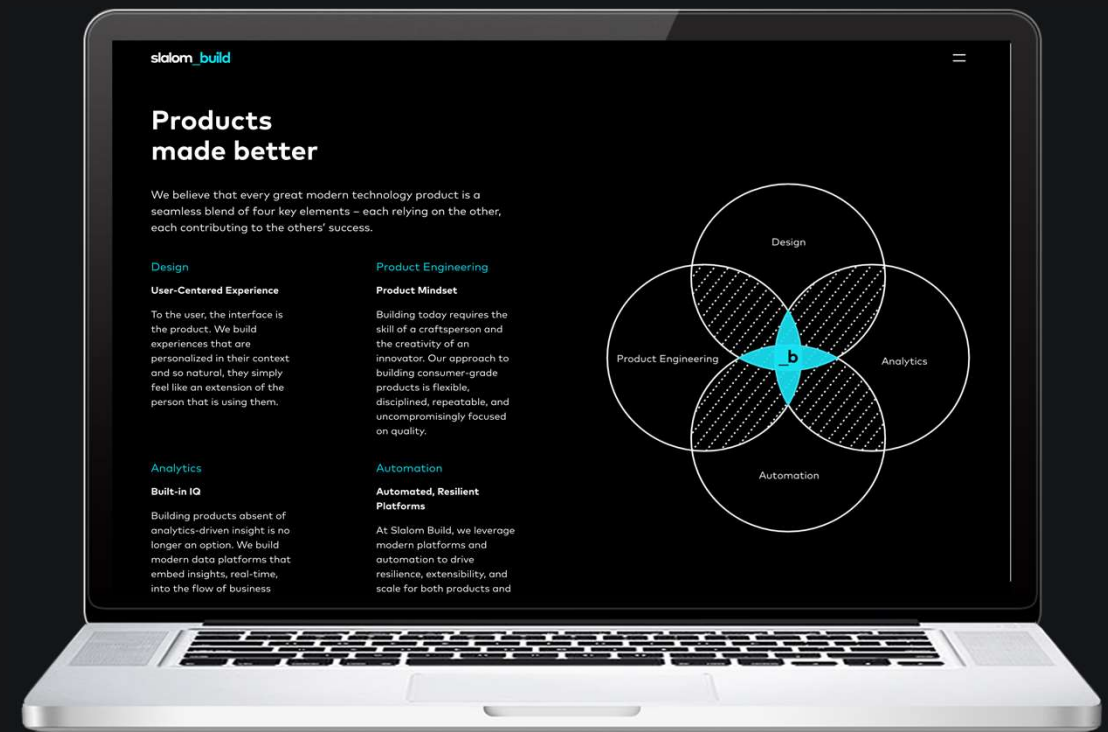
Lead a team of 20+ QE within a practice of 95+

Keith Turpin

Solution Ownership (SO)

Based in Toronto, ON

Lead a team of 10+ SOs within a practice of 70+



Agenda

- WHY ARE WE HERE?
- ANATOMY OF A USER STORY
- *GROUP EXERCISE* – WHAT DOES A GOOD USER STORY LOOK LIKE?
- HOW DO YOU BUILD QUALITY INTO A USER STORY
- TIPS & WRAP-UP
- Q & A

WHY ARE WE HERE?

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WHY ARE WE HERE?

AMBIGUITY



WHY ARE WE HERE?

COLLABORATION

ANATOMY OF A USER STORY

ANATOMY OF A USER STORY

- *The **Format** reinforces the business value from the perspective of an end user*
 - *The **Narratives** add business or technical context to the story*
 - *The **Acceptance Criteria** keeps all parties accountable to validate the primary goals of the story*
 - *Stories are meant to **invoke a conversation**, they are not meant to be detailed requirement specs*
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SO... THE INTENT OF A USER STORY IS GREAT

- *User Stories **emphasize verbal communication** rather than written requirements*
- *User Stories are **comprehensible by customers, developers, and QA***
- *User Stories can be **readily used in prioritization** and project planning*
- *User Stories encourage team to provide the **right level of detail at the right time***

WHERE DOES IT ALL GO WRONG?

GROUP EXERCISE

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GROUP EXERCISE

WHAT DOES A GOOD USER STORY LOOK LIKE?

Assemble into groups of 6 around a flip chart

Product Owner – see handout for instructions

Use flip charts to capture group outcomes

GROUP EXERCISE

WHAT DOES A GOOD USER STORY LOOK LIKE?

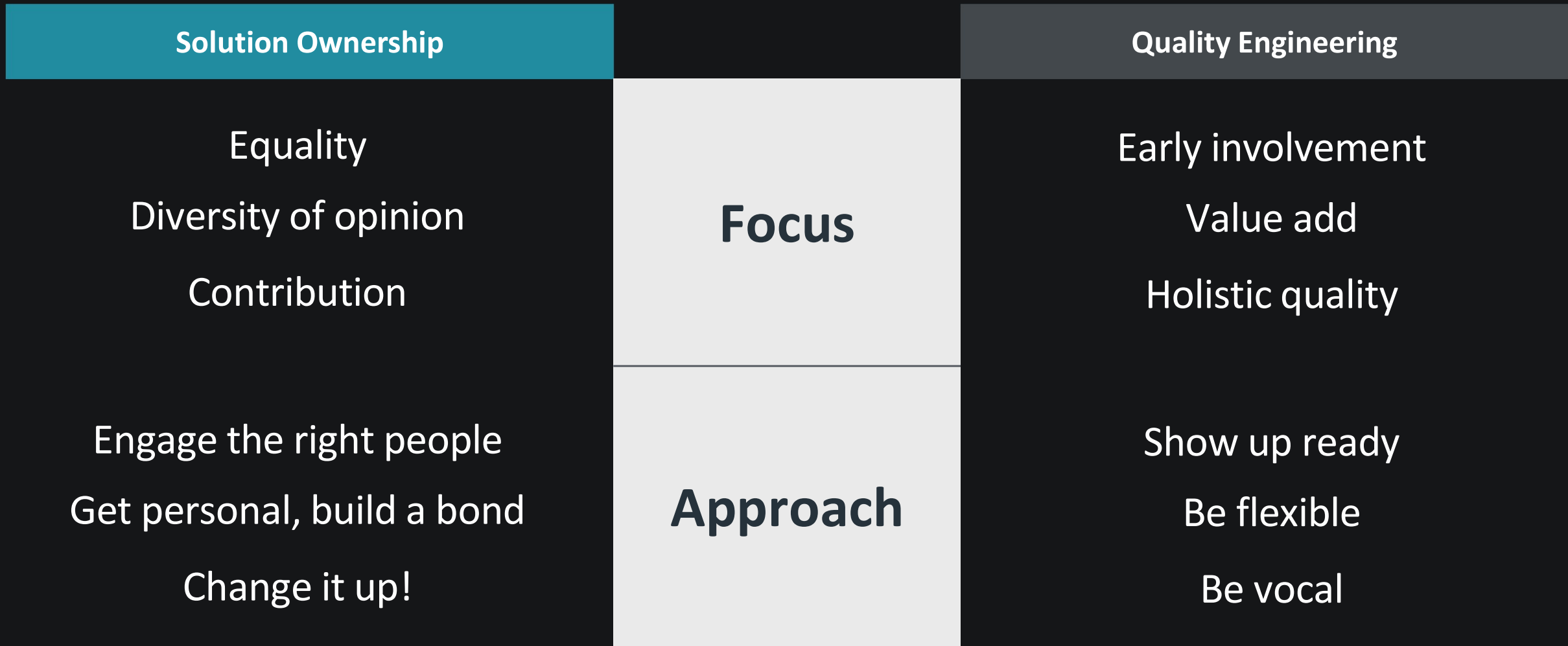
Debrief:

1. Read out your user story
2. What did the group do well?
3. Were there things that stood out as challenges?
4. Did you apply the *user story anatomy*?

HOW DO YOU BUILD QUALITY INTO A USER STORY

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HOW DO YOU BUILD QUALITY INTO A USER STORY



TIPS AND WRAP-UP

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TIP #1: FOLLOW A *RELIABLE STRUCTURE*

1 Dedicated Product Owner

who works closely with the **delivery team** and where possible should assist in writing the user stories

2 Must Haves

Value to the Stakeholder(s)

Small Feature Size (a user story should take 2-3 days to develop, test and implement)

3 Components

Story Phrase

High-Level description or Story Headline

Narrative

Conversations to understand details, requirements and size

Acceptance Criteria

Acceptance Test, Look for sign-off as soon as feature is built

Story Grooming Meeting

should take place to ensure the **entire team** can come together to have conversations, and compliant with *Definition of Ready*

TIP #2: DON'T NEGLECT *WRITING STUFF DOWN*

- *We know that Agile may be thought of as the perfect place to NOT write things down...*

However, the conversations that provide context to each user story need to be captured (in the user story!)



TIP #3: EACH STORY INCLUDES HOW IT *WILL BE TESTED*

- **Bullet Points:** For simple features. Just make a list of the different tests to perform.
 - **“Test with”:** Simple features that are quickly tested with a statement and where behavior is obvious. Test the password with blank, incorrect, etc.
 - **“Test that”:** Easy style to remember and requires a fair amount of description due to multiple steps . Test that, when “x,” they get “y”
 - **Given/When/Then:** Test is worded into three parts: Given (Preconditions), When (Trigger or Transition) and Then (Behavior or expected output)
 - **By Example:** Use this approach when there is a very specific example or set of outcomes that must be obtained. Not the best approach for simple tests.
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TIP #4: GO OLD SCHOOL!

- *Leave the tech behind and find a nice wall to work from (most rooms have 3 to 4!)*



QUESTIONS

(and hopefully a few answers!)

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