User Story Mapping

Richard Kasperowski | With Great People

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Richard Kasperowski

High-Performance Teams

- Core Protocols
- Agile
- Open Space Technology

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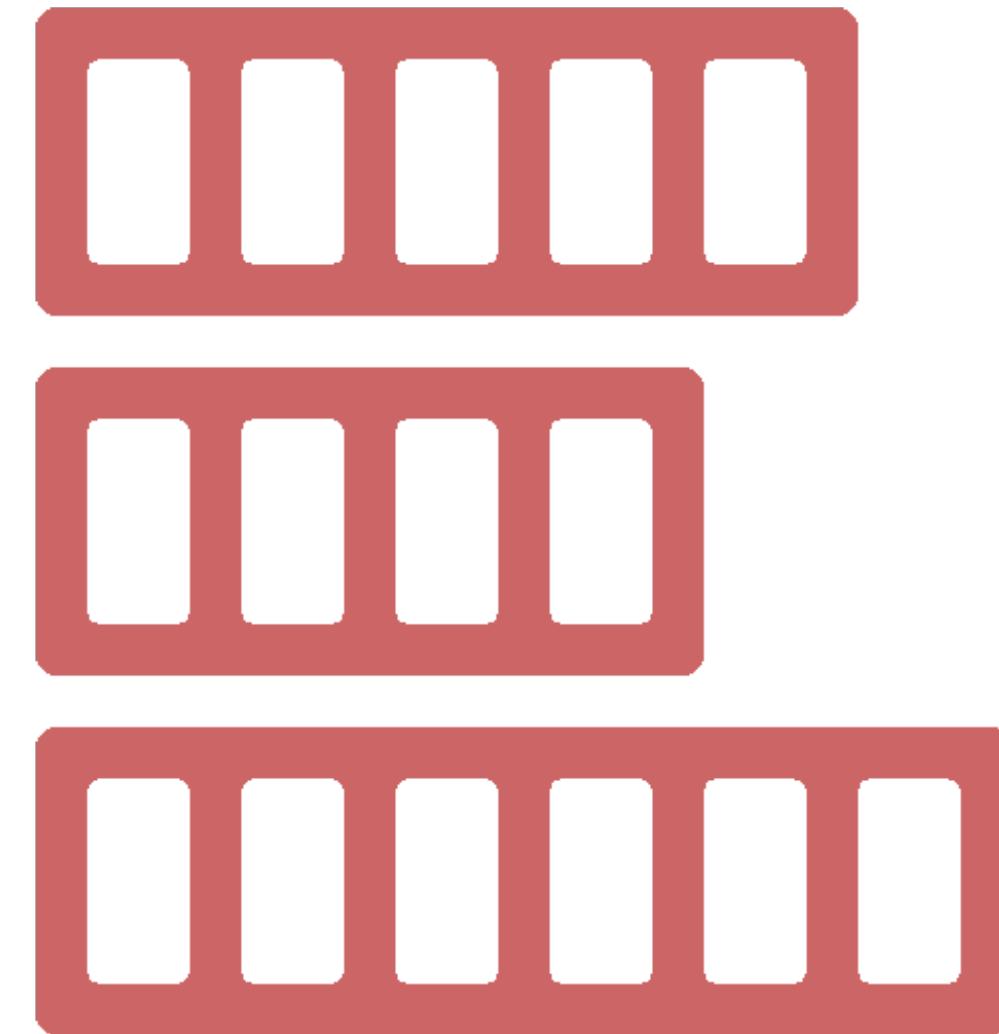
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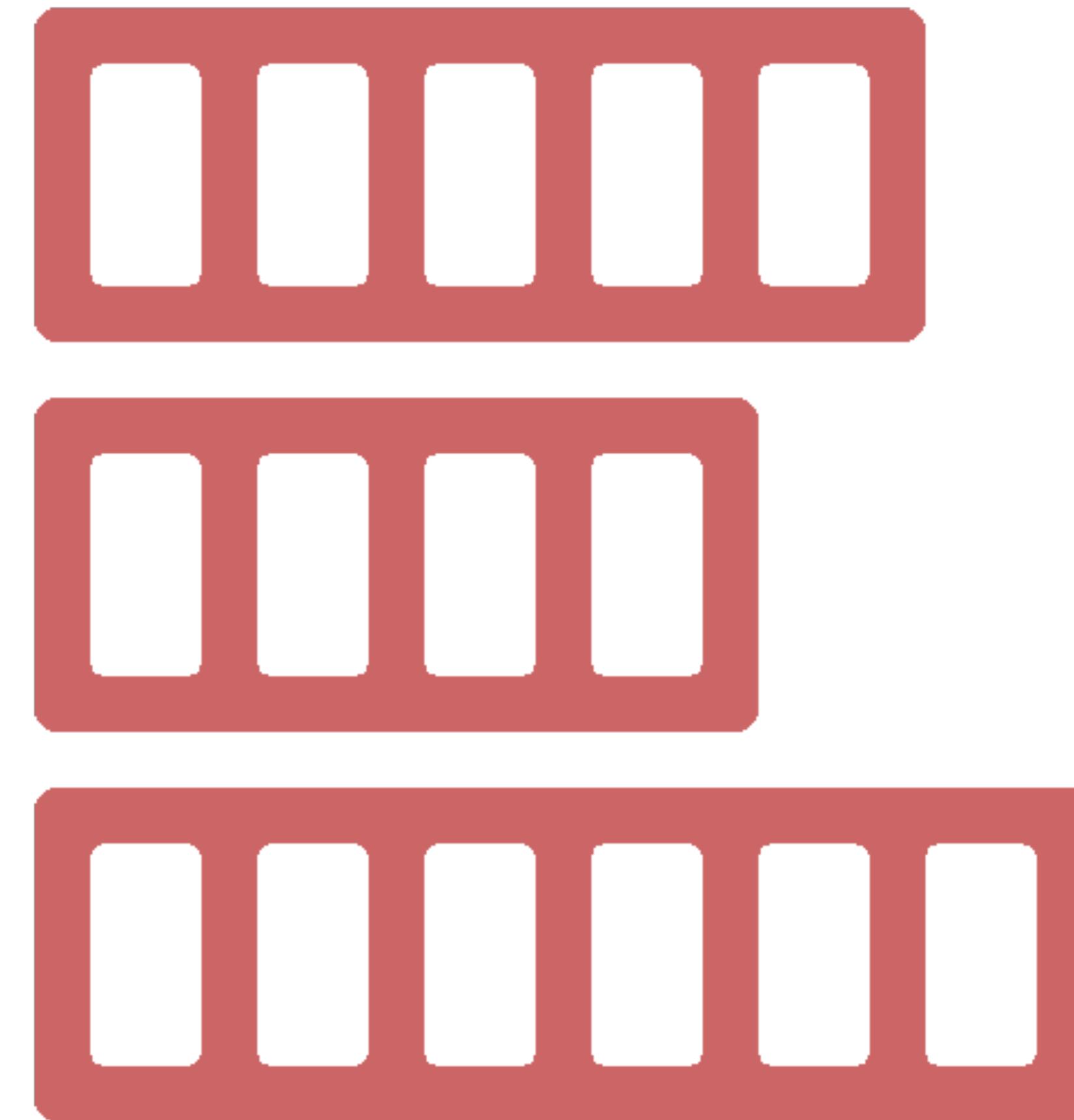
Goal

✓ You will know enough about user story mapping to begin using it as soon as you return to work

What is user story mapping?

What is user story mapping?

✓ A better way to work with agile user stories

✓ Talk about the user's journey through your product by building a simple model that tells the user's story as you do

✓ Makes working with user stories a lot easier

✓ Keeps your users and what they're doing with your product front and center

Based on http://www.jpattonassociates.com/user-story-mapping/, retrieved 2018-11-04
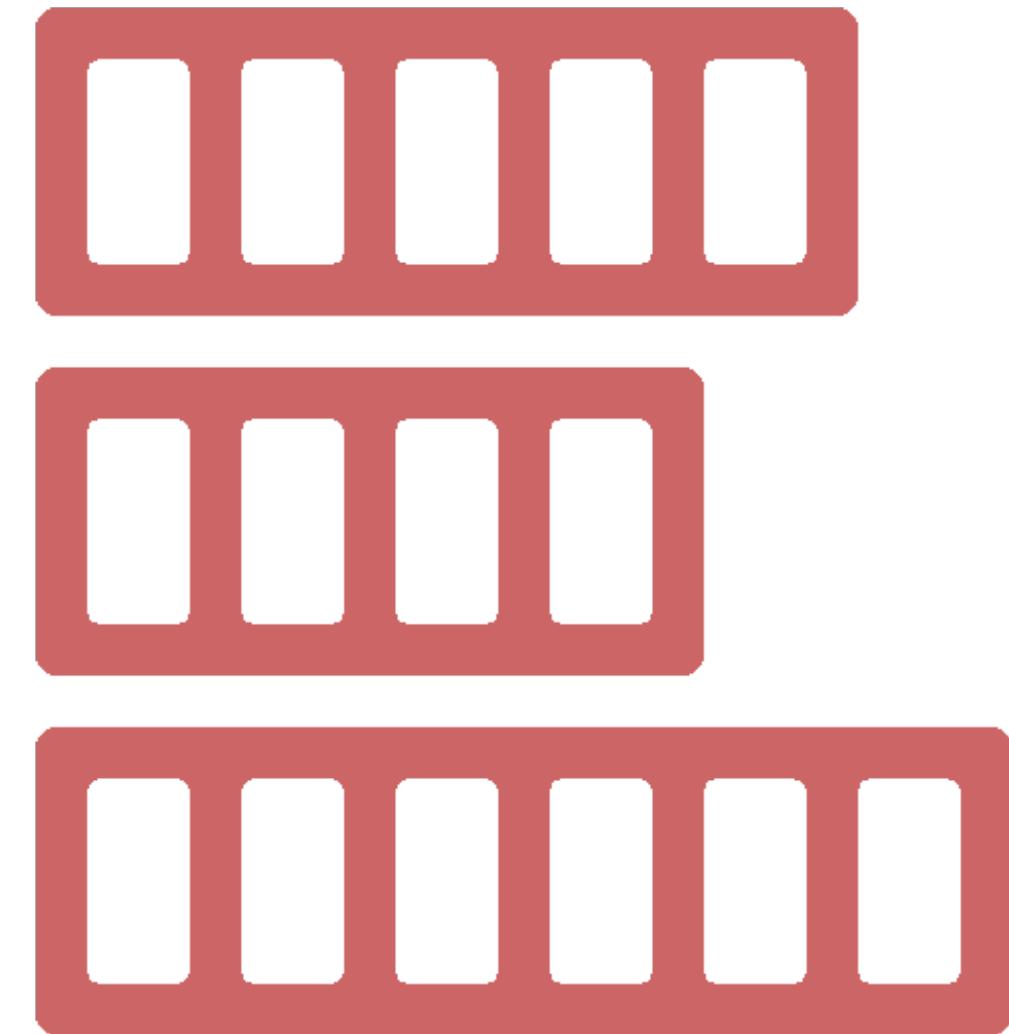
Created by Vignesh Nandha Kumar
from Noun Project

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Write your story

O'REILLY®

User Story Mapping

DISCOVER THE WHOLE STORY,
BUILD THE RIGHT PRODUCT

Jeff Patton
with Peter Economy

Forewords by Martin Fowler,
Alan Cooper, and Marty Cagan

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Write your story

Source: Jeff Patton's User Story Mapping
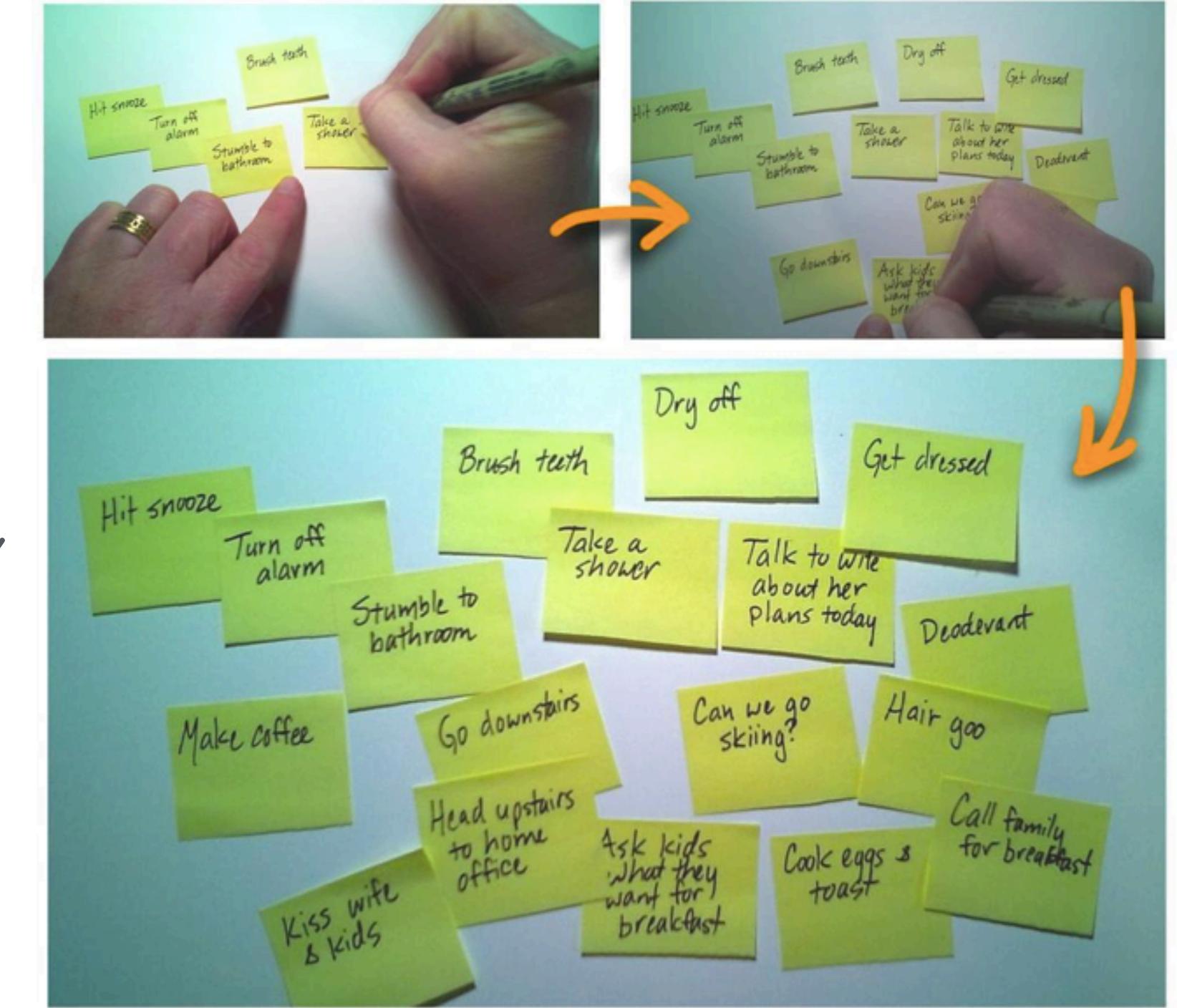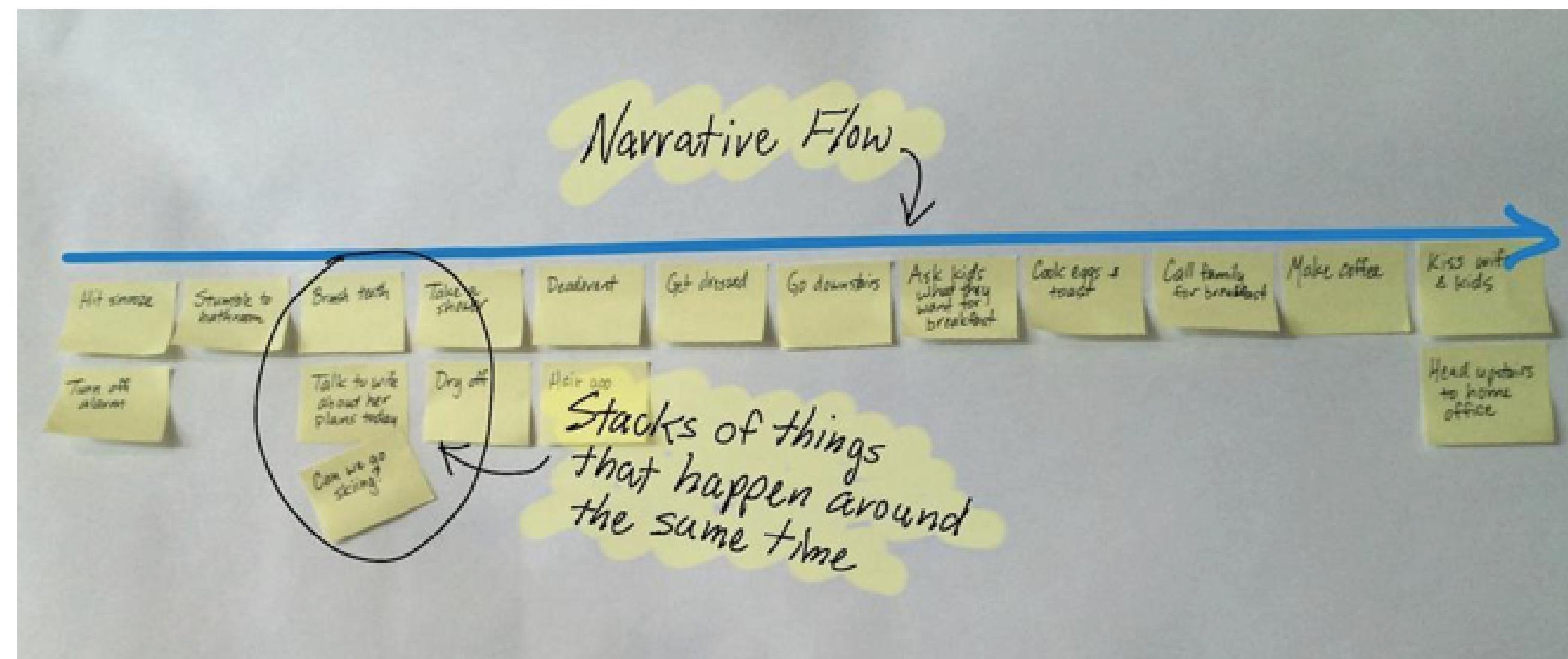
✔ **Tasks**

   ✔ From the moment you woke up this morning through the moment you arrived at the conference, what did you do?

   ✔ Examples: turn off alarm clock, check weather forecast, brush teeth

   ✔ Maybe some subtasks

   ✔ Actions
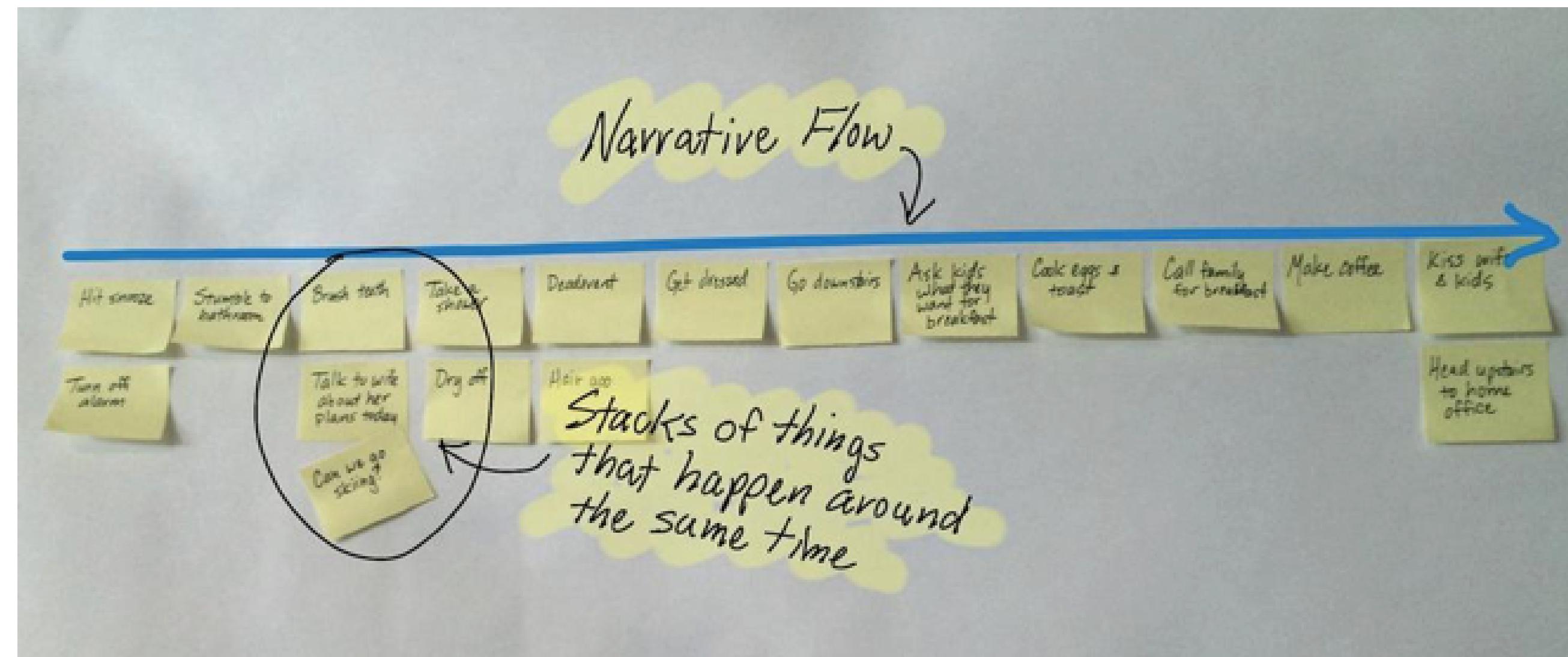
Write your story

✔ **Tasks**

✔ **Organize your story**

  ✔ Narrative flow from left to right

  ✔ Stacks of things that happen at about the same time

Source: Jeff Patton's User Story Mapping

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Write your story

✓ Tasks

✓ Organize your story

✓ Combine your stories (groups of 5)

Source: Jeff Patton's User Story Mapping

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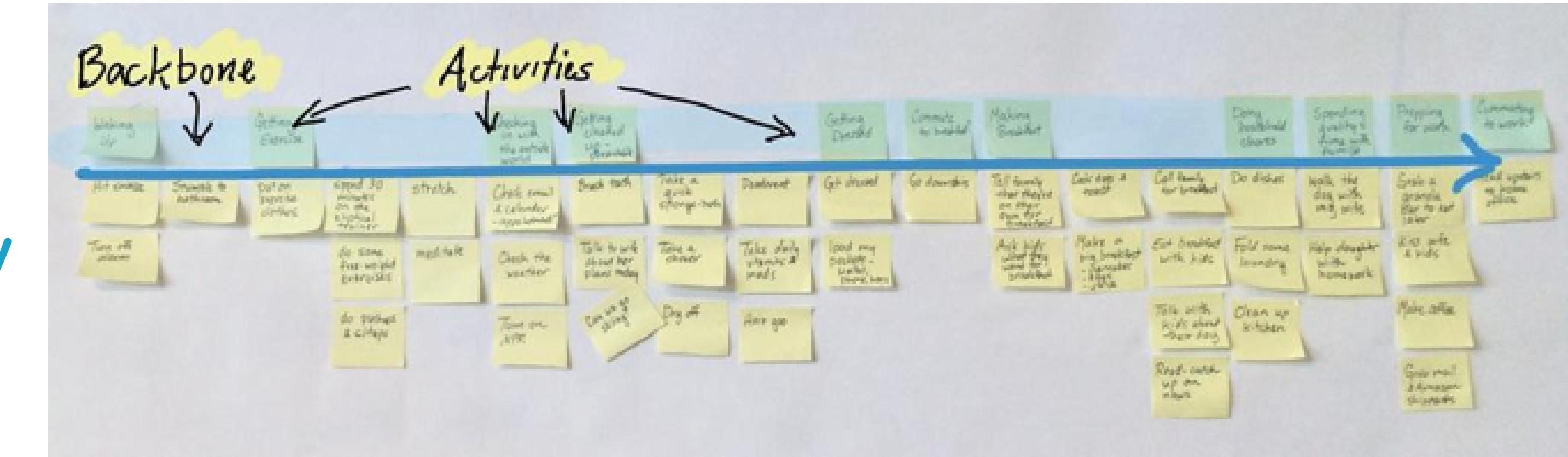
Write your story

- ✔ **Tasks**

- ✔ **Organize your story**

- ✔ **Combine your stories (groups of 5)**

- ✔ **Explore alternate story lines**

  - ✔ What was yesterday like?

  - ✔ What if something went wrong—like no hot water, ran out of coffee, BART ticket didn't work?

  - ✔ What about ideal morning?

  - ✔ Typical day, fabulous day, emergency

  - ✔ Details, alternatives, variations get stacked vertically
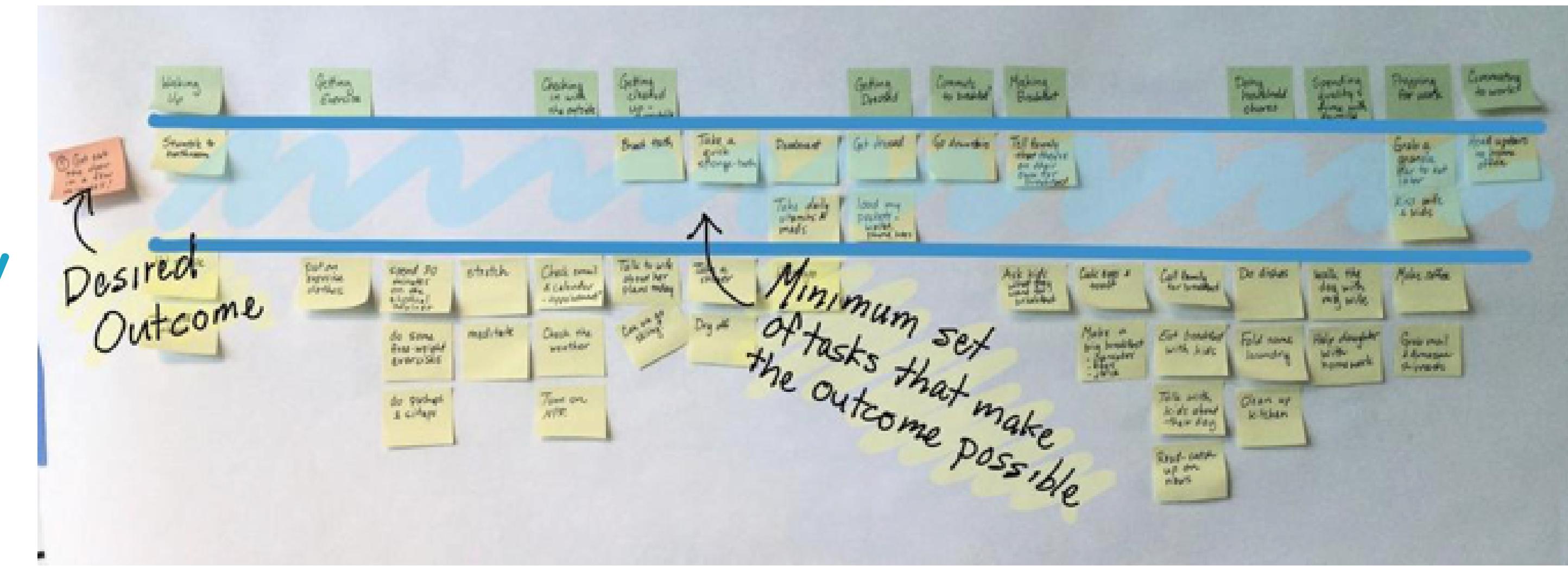
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Write your story


Source: Jeff Patton's User Story Mapping

✓ **Tasks**

✓ **Organize your story**

✓ **Combine your stories (groups of 5)**

✓ **Explore alternate story lines**

✓ **Distil your map to make a backbone**

  ✓ Summarize tasks with higher level activities

  ✓ Activities and high-level tasks form the backbone of

    the map

Write your story

Source: Jeff Patton's User Story Mapping

✓ Tasks

✓ Organize your story

✓ Combine your stories (groups of 5)

✓ Explore alternate story lines

✓ Distil your map to make a backbone

✓ Slice out tasks to help you reach a specific outcome

   ✓ Use another colored post-it for the desired outcome

   ✓ Minimum set of tasks to make the outcome possible
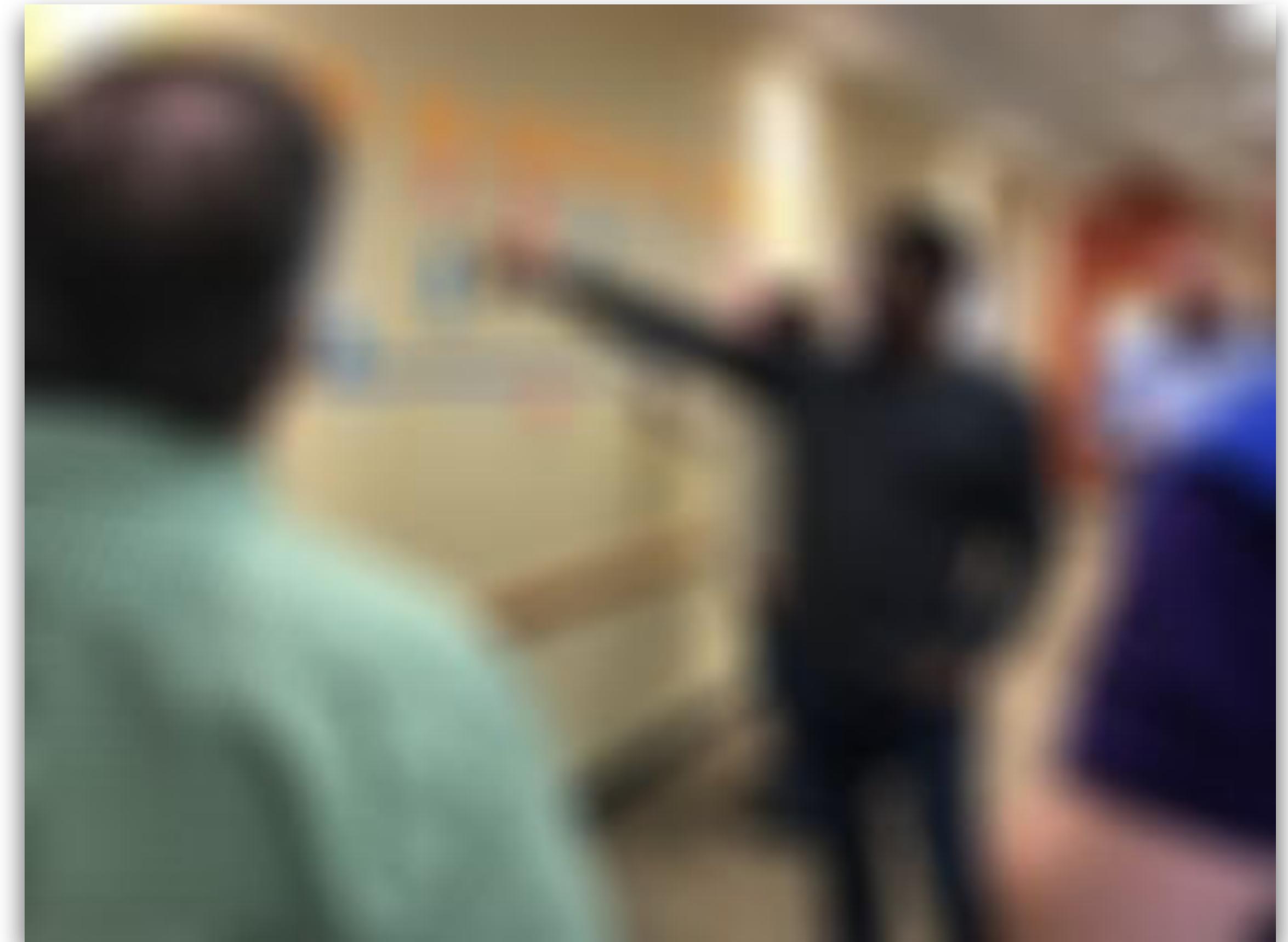
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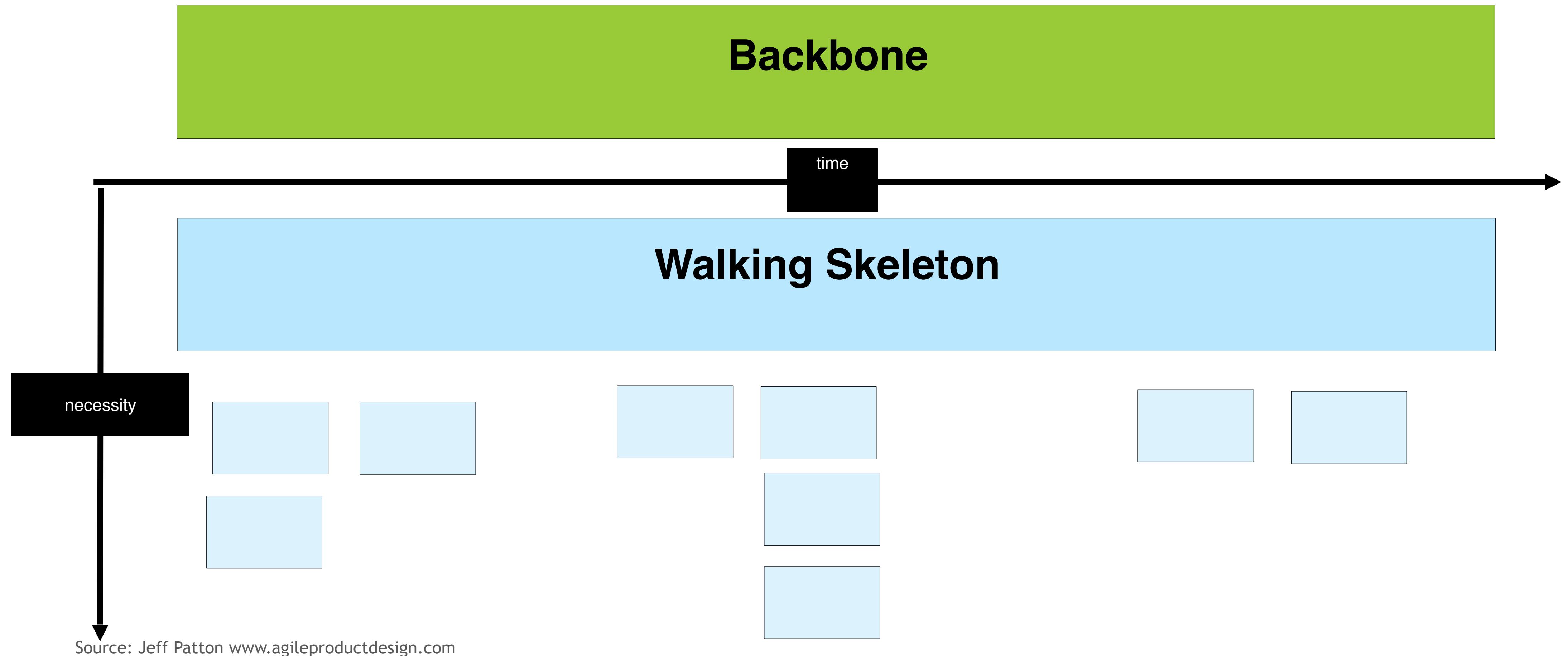
✓ **Tasks** are short verb phrases that describe what people do

✓ Tasks have different **goal levels**

✓ Tasks in a map are arranged in a left-to-right **narrative flow**

✓ The **depth** of the map contains variations and alternate tasks

✓ Tasks are organized by **activities** across the top of the map

✓ Activities form the **backbone** of the map

✓ You can **slice the map** to identify tasks you'll need to reach a specific **outcome**

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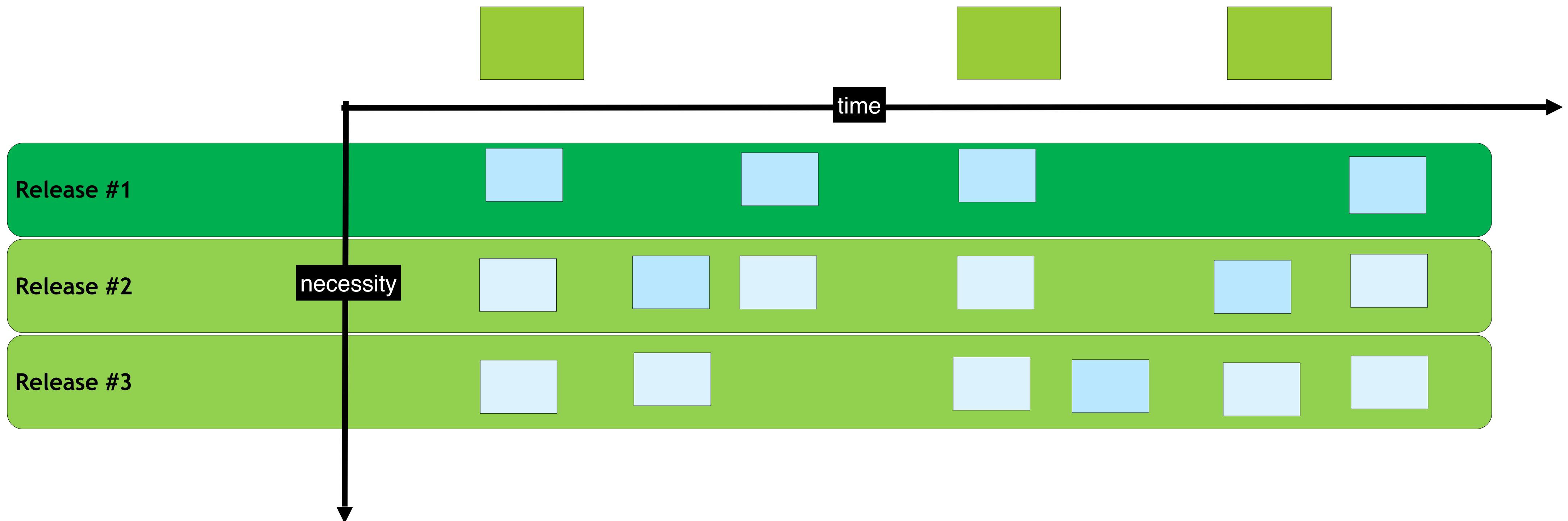
Next step

✓ In a longer workshop, the next step is to collaboratively story-map your future product

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Walking skeleton

Backbone

time

Walking Skeleton

necessity
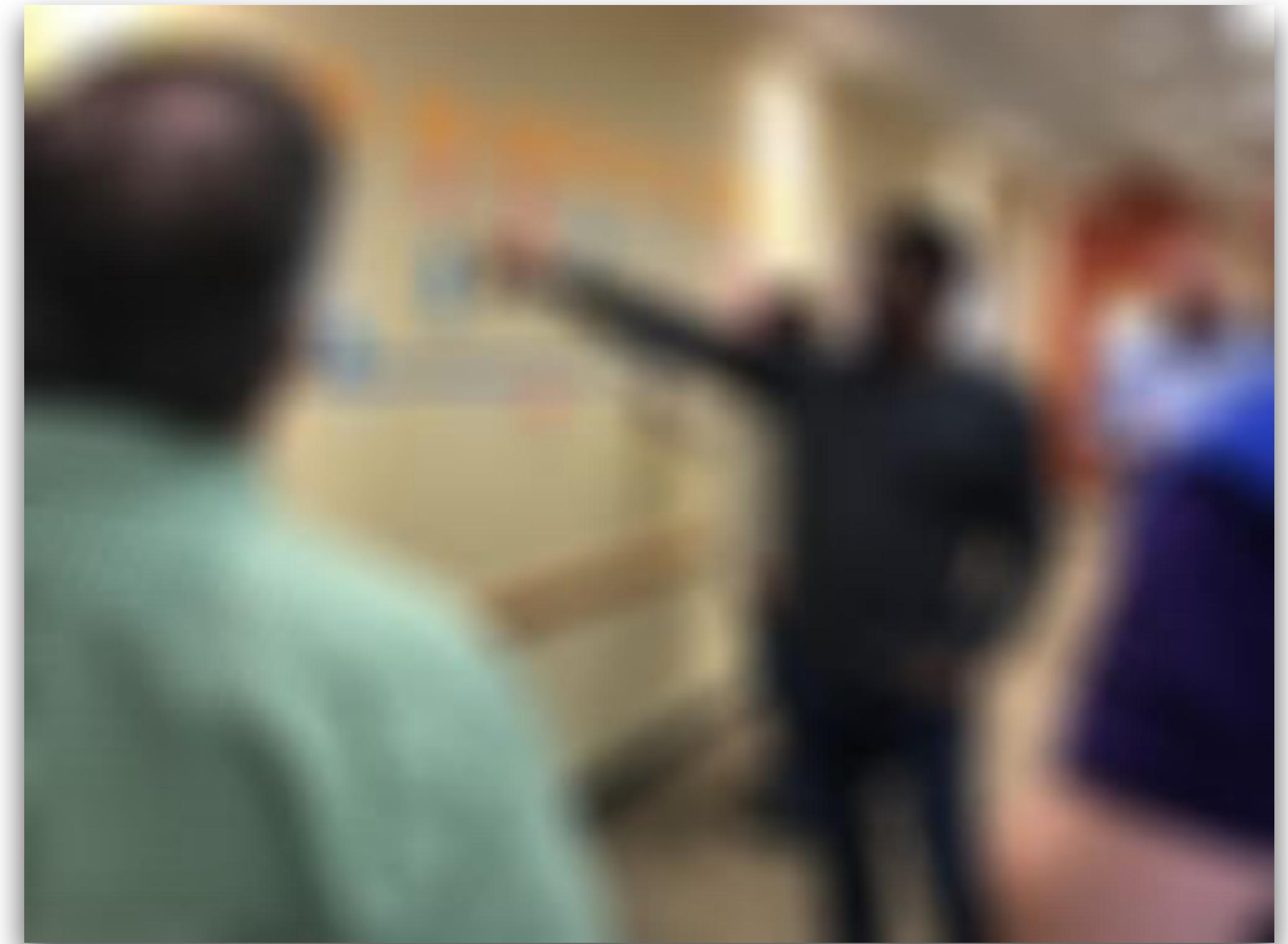
Source: Jeff Patton www.agileproductdesign.com

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Release planning

time

necessity

Release #1

Release #2

Release #3

What's the point?

✓ Talk to each other – biz people, dev team, stakeholders

✓ Get aligned on what we're building and why

✓ Understand the minimum we'd have to deliver to help a stakeholder achieve each particular goal

✓ Deliver quickly, get fast feedback, inspect and adapt

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Your key take-away?

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