

# USER STORY TEMPLATE

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This template is provided in three parts.

- Part 1 is an introduction to the User Story Template and some guidelines.
- Part 2 is a Story Card layout for you to save/print and use on your project
- Part 3 is a list of useful references and links that you should read to help maximise your value from this technique.

## PART 1; ABOUT USER STORIES

User Stories are supporting artefacts for requirements. User stories are not expected to be a full and complete set of requirements. They are an anchor for a conversation. As a person who is creating and delivering requirements to a development team you may have further details written down, models created and rules listed. These are also useful and should be, like User Stories, used as supporting tools in a conversation with your developers.

Three key aspects of a user story are

- The “user” of the solution
- The outcome you envisage from an interaction with the system, and
- The value this interaction/outcome is trying to yield.

User stories come in different sizes and shapes and are expected to be prioritised in order, based on value. (Value includes mitigating risk, so hard, but low reward stories may be addressed early.) Typically User Stories are categorised into three types;

- Epic
- Theme (sometimes called Feature)
- Story

Each of these labels represents a different class of granularity. Epics are huge and suited to things off in the distance. Themes are things generally being worked on now or in the near future. Stories are what you take to the sprint. Smaller classes of requirement fit into the larger ones. Think of Russian dolls. You can read more on these three classes of story elsewhere.

## PART 2: TEMPLATE

### Front of card

<b>Story Narrative</b>	<i>[Short Name]</i>	<b>Priority</b> ____
As a	<i>[role]</i>	<b>Size</b> ____
I want	<i>[something]</i>	
So that	<i>[benefit]</i>	
	<i>[front of card]</i>	

### Back of card

<b>Acceptance Criteria</b>	<i>[Short Name]</i>
Given	<i>[Context]</i>
When	<i>[Event 1] [Event 2] [Etc.]</i>
Then	<i>[Outcome] [Outcome 2] [Etc.]</i>
	<i>[Back of card]</i>

## PART 3: FURTHER READING

Below are some excellent resources to help you learn more;

“Cards Conversation Confirmation” by Ron Jeffries

<http://xprogramming.com/articles/expcardconversationconfirmation/>

“A User Story is more than a Card” by Bob Hartman

<http://www.agileforall.com/2010/05/03/new-to-agile-remember-a-user-story-is-more-than-a-card/>

“What’s in a Story?” by Dan North

<http://dannorth.net/whats-in-a-story/>

“INVEST (mnemonic) in User Stories and Smart Tasks” by Bill Wake

<http://xp123.com/articles/invest-in-good-stories-and-smart-tasks/>

“The User Story Life-cycle” by Scott Ambler

<http://www.agilemodeling.com/artifacts/userStory.htm>

“That’s not a User Story, that’s an Epic!” by Kelly Waters

<http://www.allaboutagile.com/thats-not-a-user-story-thats-an-epic/>

## FEEDBACK

Did you find this template useful? Does it need improving? Let me know by [leaving a message here](#).