Software Project Management - Laboratory

Lecture n° 6
A.Y.
2020-2021

User Stories

A User Story is a simple and quick description of a specific way that the user will use the software. Generally between one and four sentences long.

Can generally follow a template:

As a *<type of user>*,
I want to *<specific action I'm taking>*
so that *<what I want to happen as a result>*.

e.g. "As a customer, I want to be able to create an account so that I can see the purchases I made in the last year to help me budget for next year."

Assign a value to estimate the effort needed to elaborate a user story (e.g., 1 to 5).

Github Issues

Milestones as Sprint Backlog

Milestones as Sprint Backlog

BPMN

Based on popular graphical flowcharts:

- Core set of notation elements
- Each core element has various subtypes

A BPMN process model is a graph consisting of four types of core elements:
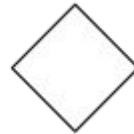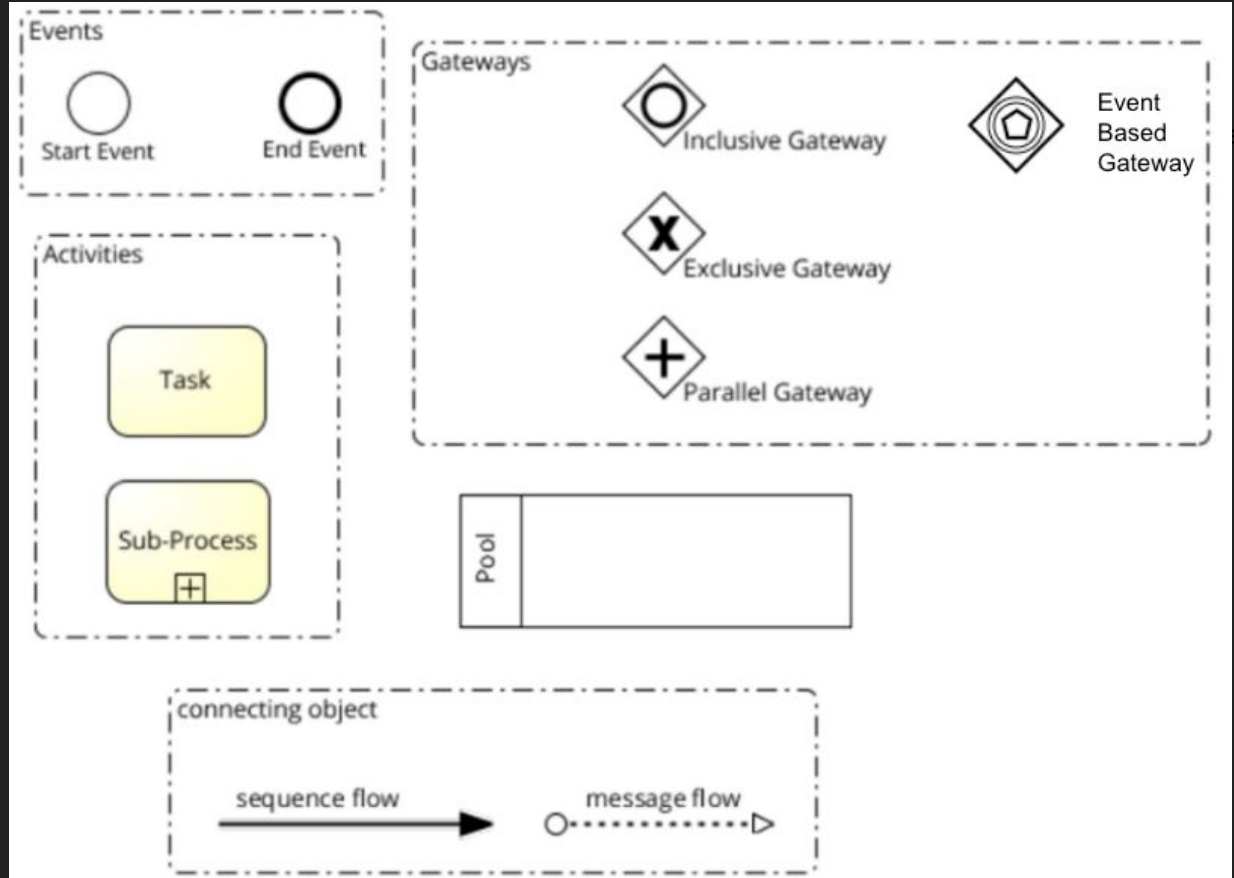
Activities   Events   Gateways   Flows

BPMN

Use BPMN to represent the admitted behavior in your application for of each Sprint.
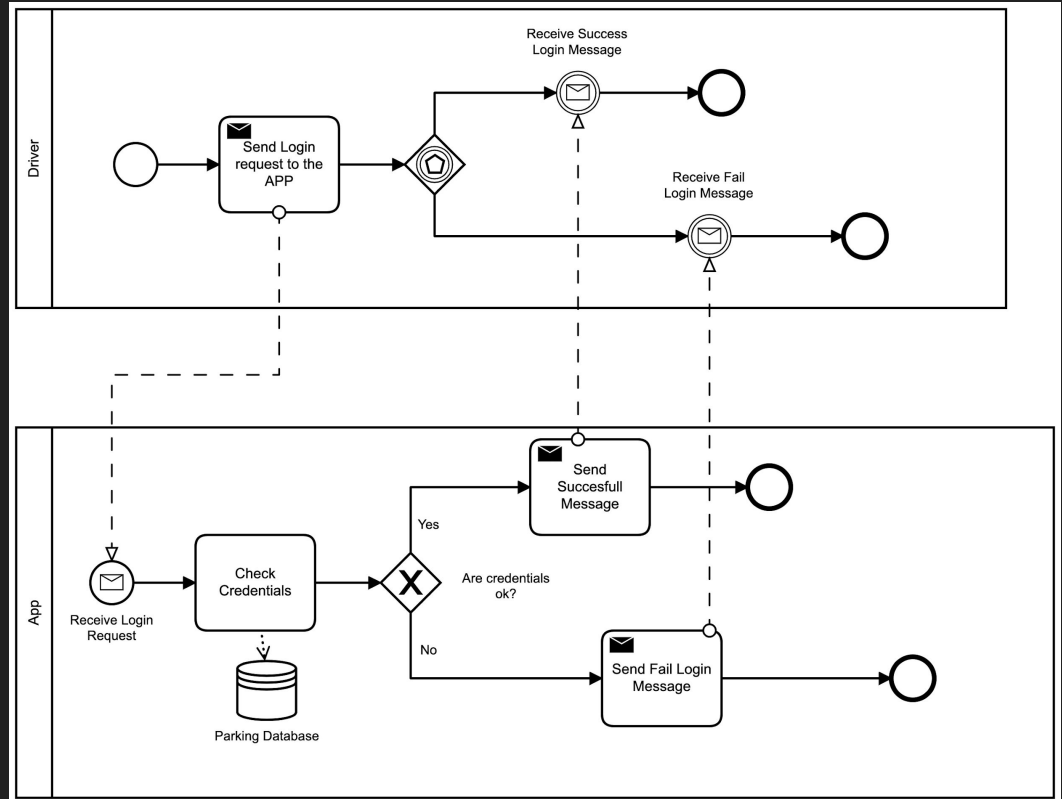
BPMN

Reasoning on a Process level can help you in dividing User Stories and Tasks.

You can design BPMN models to describe the user stories your prototype satisfies
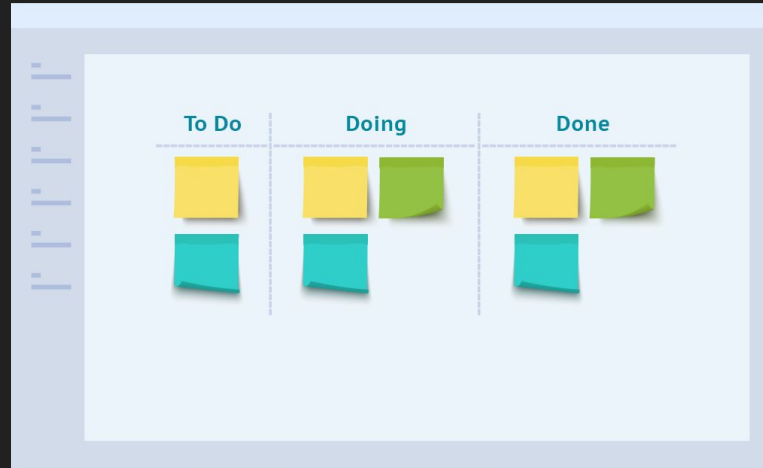
CAWEMO - a Collaborative BPMN Modeler
https://cawemo.com/

Kanban

Kanban is a visual system for managing work as it moves through a process. Kanban visualizes both the process (the workflow) and the actual work passing through that process.

Kanban, also spelt "kamban" in Japanese, translates to "Billboard" ("signboard" in Chinese) that indicates "available capacity (to work)". Kanban is a concept related to lean and just-in-time (JIT) production, where it is used as a scheduling system that tells you what to produce, when to produce it, and how much to produce.

Divide User Stories Into Small Tasks

User Stories vs Tasks
www.mountaingoatsoftware.com