Do These Features Make My App Look Fat?
The Visual Story Slicing Diet
Agenda

- Why We Breakdown Work?
- Personas and Goals
- Story Mapping
- Visual Story Slicing
Twitter: @tommynorman
LinkedIn: tommynorman

“@tommynorman has the absolutely best hair in Agile!”
Why we break down work?
Concept to Cash
5 Mins

$75
BIG IDEA!!
## Chart: Architect vs Business Analyst

<table>
<thead>
<tr>
<th>Security</th>
<th>Catalog</th>
<th>Payment</th>
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The chart highlights the financial aspects of security, catalog, and payment, with the Architect focusing on the green '!' symbol in the Payment column, indicating a significant aspect or preference in this area.
<table>
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</table>

**CUSTOMER**

**GOAL**
MAXIMIZE LEARNING in order to MINIMIZE RISK in order to MAXIMIZE VALUE
MAXIMIZE LEARNING by delivering SMALL, VALUABLE ITERATIONS
Exercise: Impediments to Breaking Down Work

- Identify possible impediments to breaking down work.
- Discuss how you might resolve those.
Personas & Goals
“The system shall allow the user to withdraw funds from their bank account.”
User Stories

As a [type of user],
I want [an action],
so that [some benefit].
User Stories

As an account holder
I want to withdraw money from my account anytime
so that I can get access to my funds outside of bank hours.
“Tell me a story...”

Martha

[Images of a bus and people]
“Tell me a story...”

Persona: Martha
- Soccer Mom
- 3 Kids
- Normally does not carry cash
- Personal checking account holder

Goal: Cash Withdraw
- Withdraw $60 from her checking account for pizza as quickly as possible without having to go into the bank.
<table>
<thead>
<tr>
<th>Security</th>
<th>Account</th>
<th>Withdraw</th>
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<tbody>
<tr>
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</tbody>
</table>

Martha

ACKLEN AVENUE
Personas and Roles
PERSONAS and GOALS help us focus on ACTUAL USER VALUE
Focusing on **ACTUAL USER VALUE** helps us concentrate on **SOLVING THE PROBLEM**
Exercise: ATM Personas

- Identify 2 roles for ATM software.
- Identify 1 persona for each role.
- Identify 1 goal for one persona.
Story Mapping
Story Mapping

https://www.jpattonassociates.com/user-story-mapping
Story Mapping

Release 1
- Filter by category
- Description
- Purchase options
- Buy now button
- Add delivery info

Release 2
- Filter by colour
- Sort by price
- Media gallery
- Postcode lookup
- Pay with credit card

Backlog
- Sort by rating
- Quick preview
- Read reviews
- Sharing buttons
- Add review

Customer

Goal
# Story Mapping

<table>
<thead>
<tr>
<th>Search</th>
<th>Catalog</th>
<th>Payment</th>
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</table>
Story Mapping
I want to perform bank transactions after hours or without going into a bank branch.
These stories are still in bug "chunks".
Delivering features in BIG CHUNKS gives you less OPTIONS in the FUTURE.
Exercise: ATM Story Mapping

- Identify at least 3 story chunks for ATM software.
- Prioritize each of your story chunks.
Visual Story Slicing
Story “Splitting”

HOW TO SPLIT A USER STORY

1. PREPARE THE INPUT STORY

- Does the Story tell a distinct, coherent story? If yes, continue.
- If no, combine it with another story.

2. APPLY THE SPLITTING PATTERNS

- Does the story tell a distinct, coherent story? If yes, continue.
- If no, combine it with another story.

3. EVALUATE THE SPLIT

- Are the new stories still a good fit for the team?


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Story “Splitting”

S - Spikes
P - Paths
I - Interfaces
D - Data
R - Rules

Story Slicing

CUSTOMER

BIG IDEA!!!

GOAL
Visual Story Slicing

- **Persona**
- **Action / Step**
- **Artifact**
- **Goal**
- **Call Out**
Visual Story Slicing

Person

Action / Step

Action / Step

Action / Step

Action / Step

Action / Step

Action / Step

Artifact

Artifact

Artifact

Action / Step

Goal

Ruthless Prioritization!
It is easier to ADD FUNCTIONALITY later than to TAKE IT AWAY.
If you start with RUTHLESS PRIORITIZATION you will have more OPTIONS later.
Visual Story Slicing

- Persona
- Action / Step
- Artifact
- Action / Step
- Artifact
- Action / Step
- Action / Step
- Goal
Visual Story Slicing

- Talk from the user perspective
- Don’t solutionize
- Focus on the end goal
- Don’t get bogged down in details
Visual Story Slicing

• What is the simplest thing that will work to get them to their goal?
• Does this serve some other persona or goal?
• What is the most common, valuable, or riskiest option?
Visual Story Slicing

Martha

X

<---

Pizza

<---

People
Exercise: ATM Story Slicing
Exercise Recap

Martha

Identify herself

Default to withdraw

Default to primary checking account

Choose amount to withdraw (20, 40, 60, 80, 100, 200)

Cash

Collect cash

Transaction Receipt

Print Receipt

Goal

What is the easiest way to auth?

Deposit

Withdraw from savings

Transfer to CashApp

Check Balance

Cash advance from Credit Card

Transfer to CashApp

No Receipt

Email Receipt

Machine will only have $20s
Where does this fit in?

Big Idea!!!

Story Mapping

Story Chunks

Story Chunks

Story Slicing

Story Slice

Story Slice

Story Slicing

User Story

User Story

Refinement

More Frequent
Story Authoring Workshops

Story Size And Flow
Smaller Stories = More Handoffs

PRODUCT OWNER -> DESIGNERS -> DEV -> QA -> DEV OPS
Missed Handoffs = Waste

PRODUCT OWNER
DESIGNERS
DEV
QA
DEV OPS
## Daily Stand Ups = Handoff Coordination

<table>
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<tr>
<th>Team Kanban Board</th>
<th>Backlog</th>
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<th>Deploy</th>
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Walk the board from right to left
What we can deliver today is usually worth more than what we can deliver tomorrow.
Wrap Up
Remember...

- Smaller means faster learning
- Smaller helps manage risk
- Not so small it has no value
Remember...

- Focus on the users
- Slice for goals not functions
- Make it visual
Coordinate Handoffs
Thank you!