## **Story Mapping Exercise**

## Story Mapping - what is it?

Is an agile method for developing user stories and assigning them into iterations that are of value to the customer of the application. The task is to begin assume the role of a user for the application and to document the tasks or stories that a user will do while interacting with the application. Stories are then mapped on a board like a time line with the critically of the stories ranked in a vertical axis. The goal of the exercise is to represent stories as a workflow, and end to end set of tasks that a user will likely do when they are interacting with the application. The effort is to identify gaps or areas of functionality that are currently unplanned and to begin to group iterations into the smallest units of functionality that would be of benefit to an end user of the application.

- Story Mapping comes from the Open Cast Matterhorn project at UC Berkeley (http://www.opencastproject.org/).
- Link to USD documentation on Story Mapping Exercise

## **Notes**

- an inpromptu effort by Charles Kerns, Jennifer Vine, Katherine Kott, Lynn Yarmey, Hannah Frost and Michael Olson to apply an agile story
  mapping effort to Hypatia development
- focused on the general user (patron) of the application for this effort as we know the least about this type of user
- effort is to right out tasks that a user will do on post-it-notes and then align them based on chronology and criticallity
- · using the story mapping process we identified 6 iterations. Iterations are decided based on the smallest unit of usable functionality.
- discovered that registration component missing from previous planning docs

## **Screen Captures**





