Announcements

- Time records
  - Most people are spending about 9 hours outside of class – right on target for 12 unit course
  - Includes substantial work on project
- Story level of detail
  - 2-3 sentences is about right
  - Includes substantial work on project
- Main purpose
  - be self-contained
  - express main idea in enough detail to estimate
  - Expectation that you will refine details with client when implementing a story
  - We’re not requiring you to document these details (because XP doesn’t)
  - This only works because XP assumes close customer contact—so make sure you keep talking to them

Announcements

- Prototypes
  - At least one team is looking at this as a first version
  - Nominally, should throw it away
  - Will not be required
  - But you must decide
  - If you keep it, you have to use XP QA practices when developing it

Announcements

- Engineering stories
  - E.g. learn some new system
  - User story must represent progress to customer
  - Not necessarily direct value
  - Engineering stories are OK
- Size of stories
  - Need to fit into iteration
  - Recommendation: 3-18 ideal hours
  - Break up if much bigger than this
- Effort level, weeks 4-6
  - 6 calendar hours / week / person
  - 2 person team: 3 weeks * 6 hours/person
  - 4 person team: 3 weeks * 6 hours/person
  - If parts of the story are lower priority for the client, split up the story

Announcements

- Story priority
  - Each story should “hang together” from client’s perspective
  - Rationale: stories as a unit of planning
  - If parts of the story are lower priority for the client, split up the story