

Mapping
50 Quick Ideas and Discover To Deliver

Discover to Deliver: Agile Product Planning and Analysis	Plan	Product: 7 Product Dimensions							Product Options	Product Partners			Structured Conversation			Validated Learning	Value	
		User	Interf ace	Action	Data	Control	Environ ment	Quality Attribute		Custo mer	Busi ness	Techno logy	Explore	Evaluate	Confirm			
Fifty Quick Ideas to Improve your User Stories																		
Creating Stories																		
Tell stories, don't write them											X	X						
Don't worry too much about story format				X														
Describe a behavior change			X				X							X			X	
Describe a system change					X	X						X						
Approach stories as survivable experiments															X	X		
Watch out for generic roles	X		X						X			X						
Evaluate zone of control and sphere of influence																		
Put a "best before" date on stories	X																	
Planning with stories																		
Set deadlines for addressing major risks	X													X			X	
Use hierarchical backlogs	X																X	
Groups stories by impact		X						X									X	
Create a user story map		X	X					X	X				X					
Change behaviors using the CREATE funnel		X	X					X			X	X		X				
Set out global concerns at the start of a milestone	X					X	X			X	X							
Priorities according to stages of growth									X								X	
Priorities using purpose alignment	X									X							X	
Make a stakeholder chart										X	X							
Name your milestones	X																X	
Focus milestones on a limited number of user segments	X	X											X	X			X	
Discussing stories																		
Use low-tech for story conversations									X									
Imagine the demonstration										X	X	X			X	X	X	
Diverge and merge for story discussions										X	X	X	X					
Involve all roles in the discussion											X	X						
Measure alignment using feedback exercises										X	X	X			X			
Play the devil's advocate		X	X											X			X	
Divide responsibility for defining stories								X	X	X	X	X	X	X			X	
Split business and technical discussions		X	X	X	X	X	X			X	X	X	X	X			X	
Investigate value on multiple levels						X		X	X	X		X	X				X	
Discuss sliding-scale measurements with QUPER						X											X	
Splitting stories																		
Start with the outputs			X		X		X	X	X	X	X	X	X	X				X
Forget the walking skeleton-put it on crutches			X			X		X	X		X	X	X				X	
Narrow down the customer segment		X						X	X			X	X				X	
Slice by examples of usefulness		X		X			X				X	X	X				X	

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Fifty Quick Ideas to Improve your User Stories																
Split by capacity		X			X		X	X	X				X	X		
First dummy, then dynamic			X		X				X				X	X		
Simplify outputs			X	X	X	X			X				X	X		X
Split learning from earning								X		X	X	X		X		X
Extract basic utility		X		X	X		X	X	X				X	X		X
When all else fails, slice the hamburger			X	X	X			X	X				X	X		X
Managing iterative delivery																
Don't push everything into stories	X															X
Budget instead of estimate	X															X
Avoid using numeric story sizes	X															X
Estimate capacity based on rolling number of stories	X															X
Estimate capacity based on analysis time	X											X	X			X
Pick impacts instead of prioritizing stories	X	X								X	X	X	X	X		X
Never say 'no' - say 'not now'										X	X	X		X		X
Split UX improvements from consistency work	X	X	X							X		X				X
Get users to opt in to large UX changes		X	X					X		X						X
Check outcomes with real users		X														X
Throw stories away after they are delivered																

[Discover to Deliver: Agile Product Planning and Analysis](#) by Ellen Gottesdiener and Mary Gorman
[Fifty Quick Ideas to Improve your User Stories](#) by Gojko Adzic and David Evans