

USER STORY LIFE CYCLE

Optional Level
Required Level

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ScrumCrazy.com

Scrum Coaching & Training

www.scrumcrazy.com/lifecycle

MIGHT BE:

- Big & abstract
- A lot of unknowns
- Major open issues
- Vague in size, details, or logic

REQUEST
When Submitted

ROADMAP & VISION
Yearly

RELEASE PLANNING
Quarterly

GROOMING
Weekly

2-3X

SHOULD BE:

- More firm & concrete
- Small with few unknowns
- Only small open issues
- Clear in size, details, logic & Story Tests

READY
Before it
Becomes Work
in Progress

WORK IN PROGRESS
Automation of Code
or Story Tests
has Begun

DONE!
Product Owner
Accepts, Automated
Story Tests Pass
& Meets Definition
of Done

DEATH & LEGACY
Automated Regression
Tests Pass

These system-wide, automated Story Tests form an "Executable Specification" of correct system behavior.



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