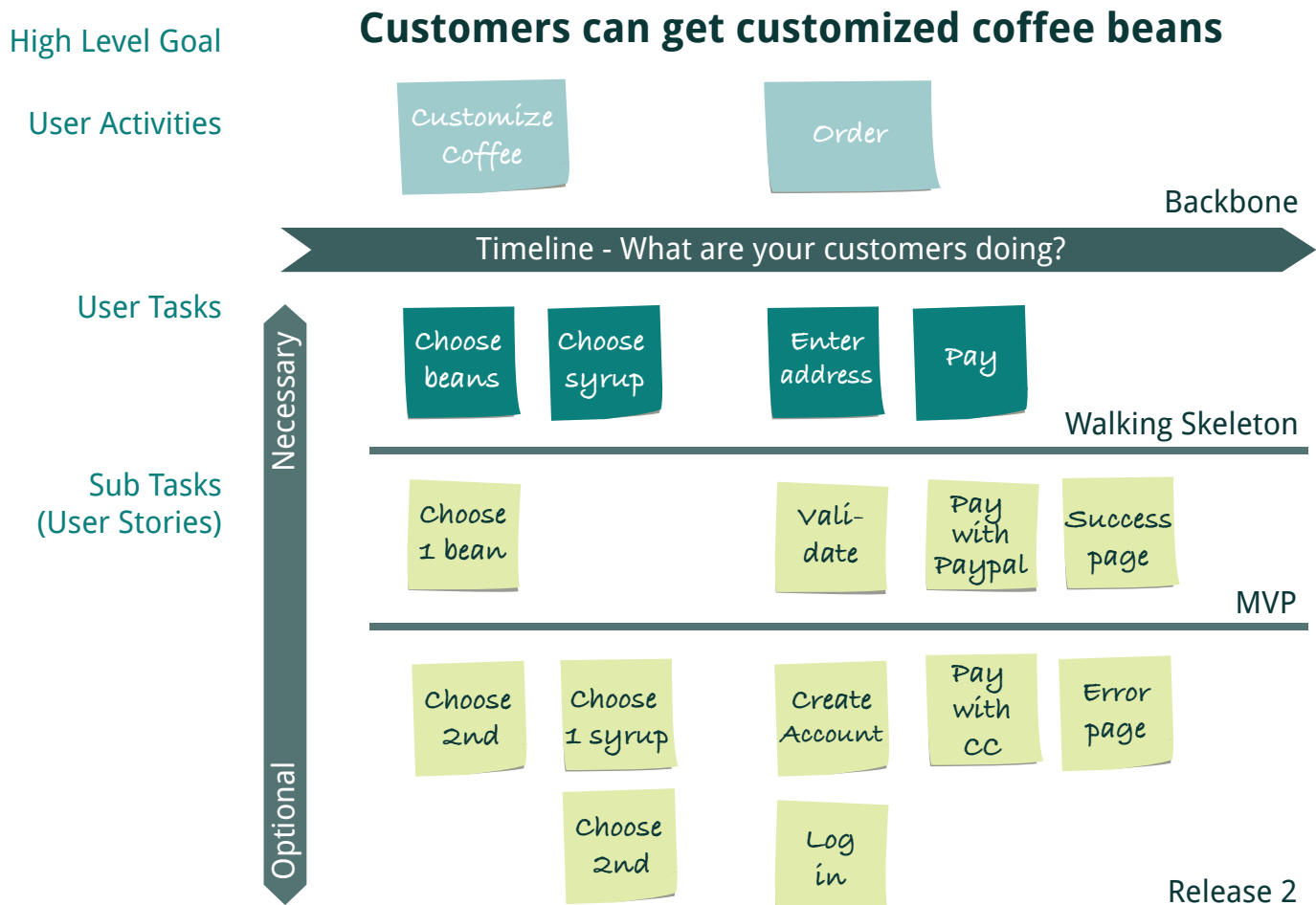


When working with stories in a backlog, it is easy to get lost in details, making it hard to prioritize. A better solution might be a User Story Map - Essentially a 2-dimensional backlog that captures the big picture of user activities and makes it easy to plan out what level of functionality needs to be in which release. Here's an example:



# User Story Mapping

To create a map start with the overarching activities, the "Backbone". In the row below the backbone you list user tasks. Tasks have a column of related sub tasks and refining user stories below them.

Once your map is "finished", walk a variety of people through it and refine. You typically build the software from left to right, starting with the "Walking Skeleton".



Find out more in Jeff Patton's book "User Story Mapping"  
 Designed by Wall-Skills.com - Level up, 1 page at a time