

Change Story in Tasks



Español

Entries

- Story Field version X

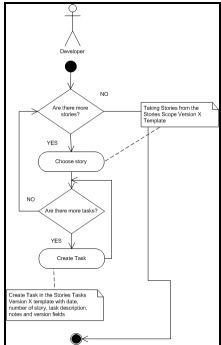


Exit

- Story Tasks version X

Solution

Process



Development time

- ◆ To acquire the necessary knowledge to develop the software product:
- ◆ To create the Product Pattern: 45 minutes.
- ◆ To apply the Product Pattern:

Explanatory video

- Not applicable

Related Patterns

- Set Scope Version Pattern
- Assign Task Pattern

Quality Controllers

- None

Templates

- Tareas_Historias_Ver_X.doc

Examples

- None

Support Tools

- It will need a text editor such as [OpenOffice Writer](#) o [Microsoft Word](#).
- As well as a tool [Visual Paradigm](#) for UML for performing exposed diagrams.

Initial Context

This product can be used on all projects in which the requirements of the business area must be transferred to the technical scope.



Result Context

The area of technology obtains a set of tasks, in their language, on which to work in the implementation of the requirements of the business area.



Problem

The area of technology must be able to select business stories for the current iteration, and transforming them into tasks (one or story), of the technical field. Tasks should be sufficiently complete, yet simple, to be approached in a few days.



Restrictions (*Forces*)

- **Characteristics of organizations:** This pattern can be used in existing projects in any company.
- **System Type to develop** This product can be used in projects in which user requirements are changing.
- **Type of Customer:** It must exist or be achieved, the target area development business being involved in achieving it.
- **Heuristics for use:** If you need urgent application or dispose of some of its functionality.



Roles

- Trainer (1)
- Developers (2-12)



Lessons Learned

- Business stories must be transformed into sufficiently complete and simple technical tasks in order to be implemented in a few days. If the tasks are too complex to be implemented they should be separated into several tasks. If instead they are very simple, they should be grouped to be treated as one. There may be technical tasks that have nothing to do with the stories of business, but nevertheless are necessary to implement a task if it has to do with some stories.
- Technology divide the business stories into tasks of the technical scope for its implementation.



Capability Level

- Not applicable.



Basic Knowledge and Skills



Knowledge

- Knowledge of coding standard that defines the shared code ownership and the rules for writing and documenting code and communication between different pieces of code developed by different teams. Programmers have to follow the so that the code in the system look like if it had been written by one person.
- Knowledge of the common vision of how the program works in which the activities take place.



Abilities

- Ability to work in group. All on an XP computer contribute in any way they can.
- Predicting what will be completed by the deadline, and determining what to do next.
- Programming capability in pairs. Besides to generate better code and tests, used to communicate knowledge through teams.



Information Resources

- Álvarez, José R. y Arias Manuel. Método Extreme programming. Recuperado el 2010-03-05 de <http://www.ia.uned.es/ia/asignaturas/adms/GuiaDidADMS/node61.html>
 - Anaya Villegas, Adrian. A proposito de programación extrema XP(extreme Programming). Recuperado el 2010-02-10 de <http://www.monografias.com>
 - Beck, K.(2000), Una explicación de la programación extrema. Aceptar el cambio. Ed. Addison Wesley.
 - De Seta, Leonardo. Una introducción a Extreme Programming. Recuperado el 2010-03-02 de <http://www.dosideas.com/noticias/metodologias/822-una-introduccion-a-extreme-programming.html>
 - Extreme Programming: A gentle introduction. Recuperado el 2010-03-15 de <http://www.extremeprogramming.org/>
 - Joskowicz, José. Reglas y prácticas en Xtreme Programming. Recuperado el 2010-03-15 de <http://iie.fing.edu.uy/~josej/docs/XP%20-%20Jose%20Joskowicz.pdf>
 - Letelier, Patricio y Panadés M^ª Carmen. Metodologías Ágiles en el desarrollo de software: extreme programming. Recuperado el 2010-03-15 de <http://www.willydev.net/descargas/masyxp.pdf>
 - Newkirk, James y Martin, Robert C.(2001), La programación Extrema en la Práctica. Ed Addison Wesley.
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