

# Leaving Breadcrumbs

An Agile journey towards requirement  
storytelling

# The Storyteller

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- Test and QA since 2001
- Test Manager and Test Strategist
- Now a QA Specialist at Data Ductus
- In my spare time: Storyteller



# Some basics you need to know

## Methodology

- Agile
- Retrospectives
- QA = Quality Assurance

## Development and Testing

- Test Driven Development (TDD)
- Behaviour Driven Development (BDD)



# Telling a Story

## The Beginning

- Establish the players
- Establish period and place
- Build Expectation

## Chapters

- Let the story play out!

## The Moral of the Story

- What is the moral of the story?
- How is the story useful to you?

## The End

- Where did the people in the story end up
- What was the result of everything that happened
- Was it good or bad?

The Story



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# The beginning

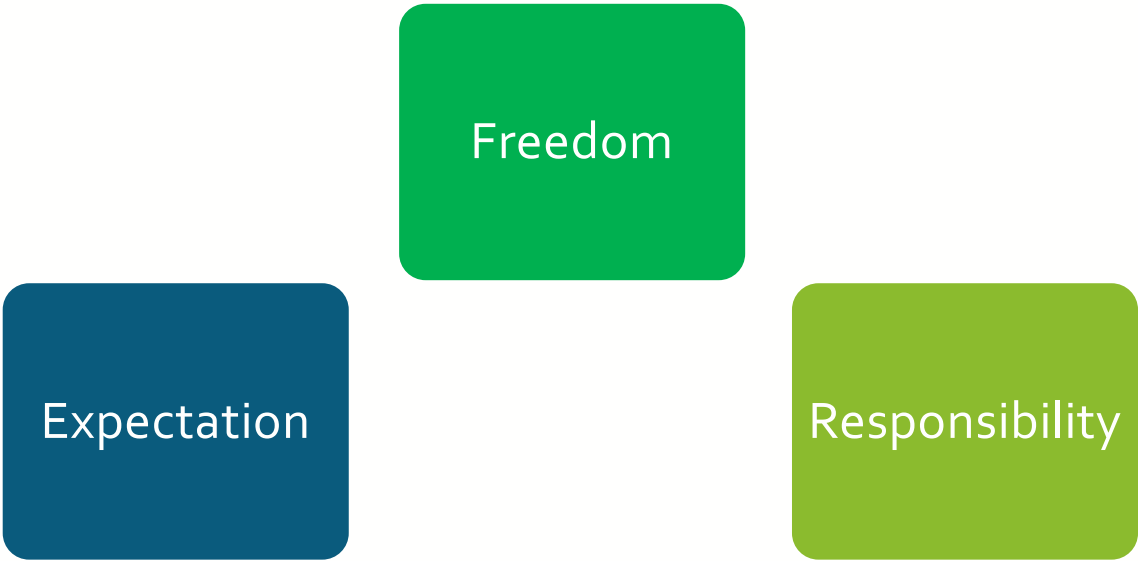
New Big Project

# A Quality Way of Thinking



- ✓ Quality of Code
- ✓ Quality of Work
- ✓ Knowledge and Awareness







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# First Chapter

- Customer Experience
- Testing
- Process
- Requirements



# Finding New Paths

The Agile Journey



Future →  
← History

# Project #1



- ✓ Introducing TDD
- ✓ Retros
- ✓ Internal Tools board

**NEW IDEAS!!**



## Project #2



- ✓ Introducing BDD Light
- ✓ Automated Unit Test Tool
- ✓ "Ocular" test sessions

**IMPROVEMENTS!!**



## Why the need for storytelling?

Help your customer tell their story, finding a common understanding of what you want to achieve



## Project #3



- ✓ BDD Continued
- ✓ Extended our automated test tool - Coverage Goals
- ✓ Trial and error - plugins
- ✓ System Architect involved to tell the customer story

USE CASES!!





## Project #3



- ✓ Combining story with code
- ✓ Everyone can agree on which story to tell

GREATNESS!!





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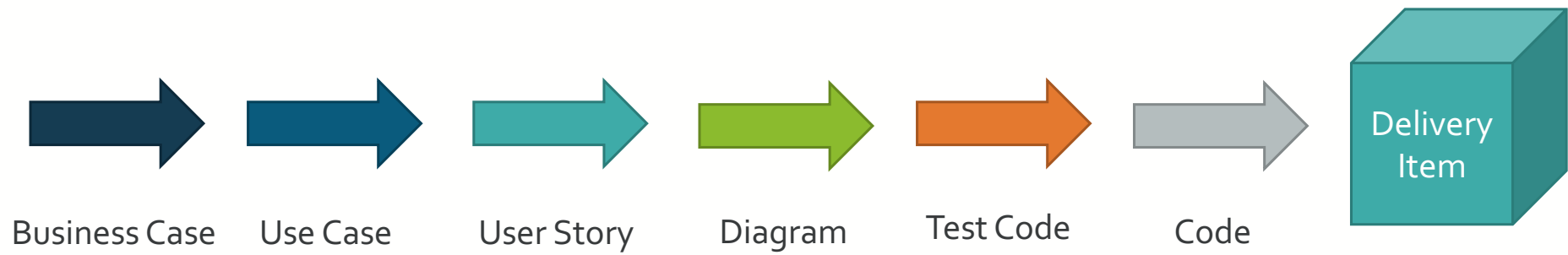
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# Path to Delivery



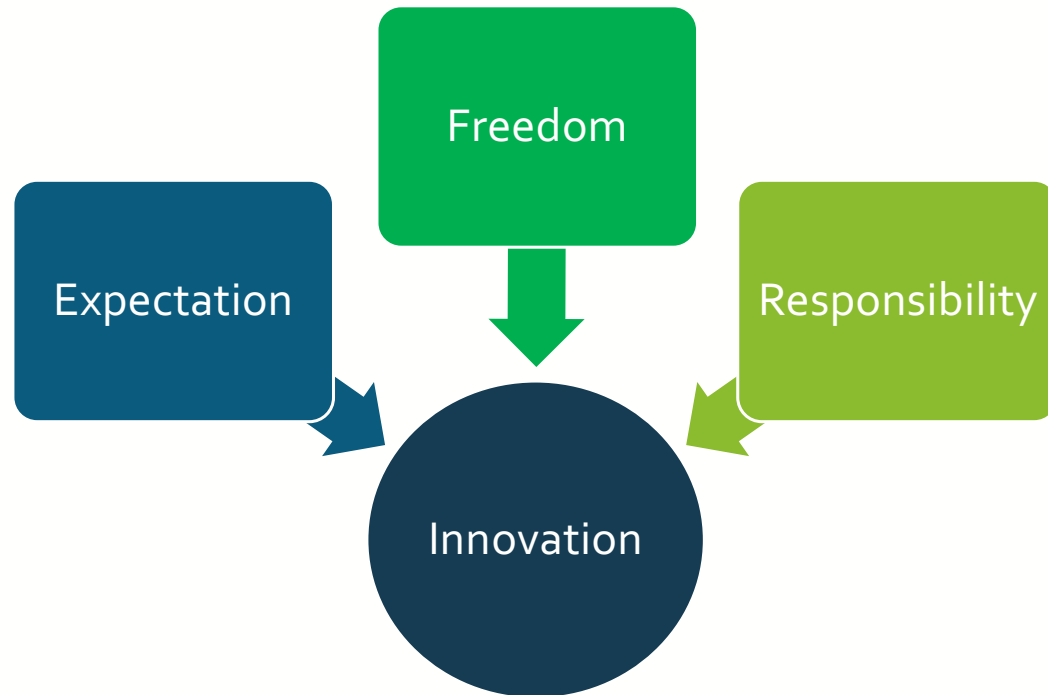
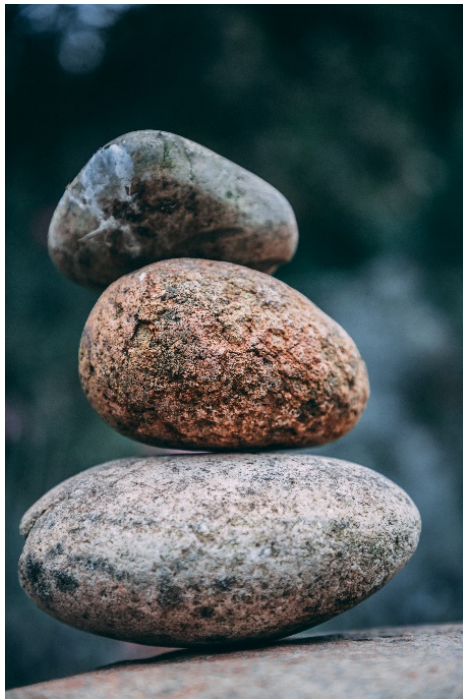
## Last Chapter – Where have we landed



- ✓ BDD and TDD combined
- ✓ Visualize use processes
- ✓ Automated unit tests on test base
- ✓ Automated system tests based on Cucumber stories and diagrams
- ✓ Ocular test follow-up
- ✓ Gatekeeping criteria throughout projects
- ✓ A team that takes full responsibility
- ✓ High ceiling for invention and improvement



# The Silver Lining



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## The moral of the story

- Not knowing everything isn't necessarily a weakness, but nor is it necessarily a strength. Therefore, you must find a way to deal with it the way it is.
- Don't be afraid to try new things. Remember to find new ways when necessary, but to leave breadcrumbs and not fear turning back to find another path that suits you better if the first one fails.

- Knowing the bigger picture of what you are supposed to deliver as a team member, and where you fit into a larger context, will make you work harder to achieve good quality of delivery and make you more aware of quality issues



How is this useful to you?

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## Points to remember

Automation, Storytelling and Innovation is the key to our success, but just as important is the team members' way of always striving to become better. And the companies' way of striving to become better.

Always.





A large, curling blue wave crashing under a cloudy sky. The wave is the central focus, with its crest curling over. The water is a deep blue, and the sky is a lighter blue with white clouds. The overall scene is dynamic and powerful.

Questions?

# Thank you!

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