

Example Mapping

WRITTEN BY ANDREW KNIGHT; STOP GUESSING. START PLANNING!

As a shopper, I want to put items to buy in a cart, so that I can hold them while shopping.		Duplicate items?
Items can be added to the cart.	Items can be removed from the cart.	The cart can carry up to 20 items.
Add 1 to an empty cart, and the cart has 1.	Remove 1 from a cart with 7, and the cart has 6.	Add 20 to an empty cart, and the cart is full.
Add 5 to a cart with 8, and the cart has 13.	Remove all from a cart with 9, and the cart is empty.	Add 8 to a cart with 13, and 1 spills out.

Steps

- 1 Gather the Three Amigos (biz, dev, test).
- 2 Write one **Story** on a yellow card.
(As a __, I want __, So that __.)
- 3 Write **Rules** to satisfy the Story on blue cards.
- 4 Write **Examples** to concretely illustrate each Rule on green cards.

Write any **Questions** that cannot be immediately answered on red cards.

- 6 Save all cards as artifacts of the development process.
- 7 Assign an owner to each Question to find an answer.

Time Limits:

- Map one Story at a time.
- One Story should take 20-30 minutes to complete.
- If one Story takes longer, stop at 30 minutes and review why.

Artifacts:

Story -> the user story to develop

Rules -> acceptance criteria for the user story

Examples -> behavior specs / test cases / Gherkin scenarios to write

Questions -> spikes or follow-up meetings

Card Count -> rough story size / points

Advice:

- **Struggling to write the Story?** Question the business value and intent.
- **Not many cards?** Make sure someone writes while mapping, and use Questions to avoid tangents.
- **Too many Rules or Examples?** Perhaps the story is too big and should be split.
- **Too many Questions?** Perhaps this story is not ready to be implemented.
- **Lost the cards afterwards?** Attach a picture to any applicable tickets.



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