**User Story**

**<Client Name>**

**<Project Name>**

**<Version Number>**

# Document Versioning Details

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| --- | --- | --- | --- | --- |
| **Version** | **Date** | **Action** | **Author** | **Approver** |
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# User Story Name

**<User story code>\_<User story name>**

*[This section contains the user story name, which essentially summarizes the user story in 4-6 words. Sometimes, in the case of a module-specific user story, the module name is also added before the user story name.*

*Additionally, the code of the user story should come here, which acts as a unique identifier of the user story and helps maintain the traceability between the user story document and other artifacts of the project. The code format should be as per the guidelines laid down in the project’s Requirement Management Plan document, e.g., US-001.]*

# User Story Statement

*[This section contains a high-level statement of what the user story is expected to achieve, in the format:*

***As a*** *(role of the user),* ***I want*** *(details of what should be achieved)* ***so that*** *(explanation of the benefit attained).*

*Note – No other explanation or details should come under this section apart from the user story statement. All the necessary information should be added in the ‘user story description’ section (below).]*

# User Story Description

*[This section describes the user story statement in detail by giving a background of the user story and explaining the flow(s) as well as the functionalities that should be covered as a part of implementing the user story.]*

# UI/UX Notes

*[This section is not mandatory and shall contain notes/details regarding the user experience and/or user interface elements against the functionality is implemented as a part of this user story, in the below format:*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Type** | **On Click Event** | **Other Event** | **Enabled / Disabled** | **Navigate To** | **Validation** |
| *‘Create User’ button* | *Display a toaster message ‘User created successfully’* | *Create a user at the backend according to the data entered* | *Enabled, by default.* | *User list page* | *Verify if the mandatory fields are filled* |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

*For example, the requirements against specific user interface elements like buttons, links, and icons can be detailed in the below format:*

* *Type: Define the type of user interaction element, i.e., button, icon, or link, along with the label details*
* *On Click Event: Define the action performed by the system when this UI element is clicked*
* *Other events: Define action performed by the system (apart from the on click event) when a user interacts with this UI element*
* *Enabled Vs. Disabled: Define the conditions based on which the UI element will be enabled/disabled*
* *Navigate to: Specify the page to which the user shall be navigated when this UI element is clicked*
* *Validation: Specify if the system has to perform any kind of validation when this UI element is clicked]*

# Acceptance Criteria

*[This section contains a listing of the criteria that should be fulfilled to mark this user story as successfully completed. The acceptance criteria should be executable and should ensure that all the flows and functionalities in the user story are duly covered.]*

# Priority

*[This section indicates the preference of implementation of the user story and should be either High, Medium, or Low. This priority will define when (in which sprint) this user story will be developed by the development team.*

*The business analyst ideally fills this section after having a due discussion with the project's product owner.]*

# Prototype / Wireframes Screen References

*[This section contains any prototype, wireframes, or mockups screens that have been created for the functionality described in the user story and helps the user understand and visualize the features better.]*