


# SOFTWARE TRUTHS



Based on presentations  
by Jeff Patton and his book  
User Story Mapping

\*Jeff Patton sketch created by  
Scott Johnson with Frogpants Studio

1 building **SOFTWARE**  
isn't the point

5 shared understanding is  
only a means to an end 

9 It's a **BAD** idea for  
 the product owner to  
make all the decisions

2 the **BEST**  
requirements  
aren't *written*  down

6 there's **NO**  
“correct size”  
for a story




10 you're likely building  
the **WRONG** thing

3 you can't just  
 about what to  
build

7 **BREAKING** ↓  
down stories too soon  
is a bad idea

11 your estimates  
won't be  
**Accurate**

4  it won't all fit  
on a card

8  backlogs  don't help you  
 understand your product



Do any of these statements  
make you uncomfortable?  
That's good!  
Let's talk about it!