

Abstract

The Journey is the Reward

At Canon Production Printing development teams have fully embraced example scenarios. Journey scenarios much less so.

Many teams use a journey as a warming up exercise for discovering rules and examples, and abandon it afterwards.

In this presentation Jennek will discuss how to harvest the full value of the journey scenario.

About the Author

Jennek Geels is a BDD practitioner since 2012.

At Canon Production Printing he is responsible for rolling out BDD across large projects.

Jennek acted as Moderator for “Three Amigos” sessions to get teams in a flow, and as Automator to let teams implement glue code with fewer tears.

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The Journey is the Reward

Living Documentation Event 2025

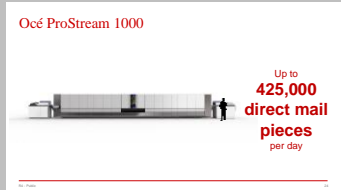
Jennek Geels

Venlo – 2025.0407

Canon Production Printing

Formerly known as Océ - founded 1877 - a Canon company since 2010

- printing systems, evolved from office printing in the 1980s to the printing industry in the 2020s
- application software for
 - ▶ printer operator (printer console)
 - perform calibration procedure
 - ▶ pre-press operator (make ready)
 - prepare PDF file for book printing
 - ▶ digital artist (print product design)
 - preview simulation of 3D design
 - ▶ production supervisor (dashboards)
 - plan downtime for maintenance



Example Scenario - Journey Scenario

- **Example Scenario**

- ▶ *zoom in* to details of behavior
- ▶ typically one When step

Scenario: balance of account would become negative

Given an account with balance EUR 100

When you request to transfers EUR 110

Then the request should be denied

- **Journey Scenario**

- ▶ *zoom out* to show the bigger picture
- ▶ typically multiple When's and Then's

Scenario: creating and sharing a tikkie

Given you have an account for the Tikkie app

And you have an account for the WhatsApp app

When you open Tikkie

Then Tikkie shows your most recent tikkies

When you begin creating a new tikkie

Then Tikkie asks for amount and description

When you share the tikkie using WhatsApp

Then Tikkie opens WhatsApp

And WhatsApp shows a list of chats

When you select a chat

Then WhatsApp posts the tikkie in this chat

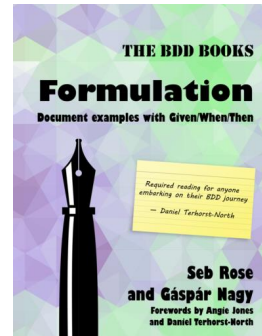
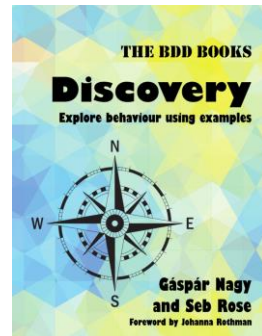
And WhatsApp closes

And Tikkie completes the creation of the tikkie

BDD by the Book ...

bddbooks.com

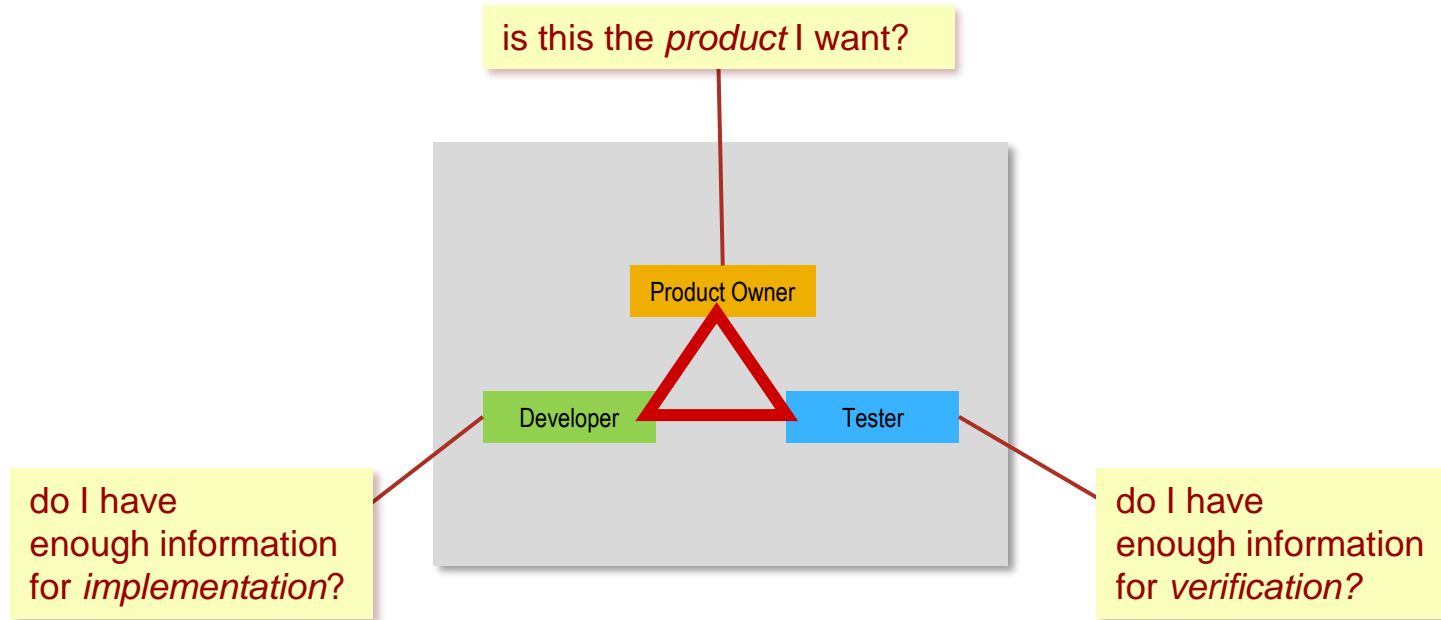
At Canon Production Printing ,
development teams have fully embraced Example Scenarios.
Journey Scenarios much less so.



Many teams use a Journey Scenario as a warming up exercise for discovering Rules and Examples,
and abandon it afterwards.

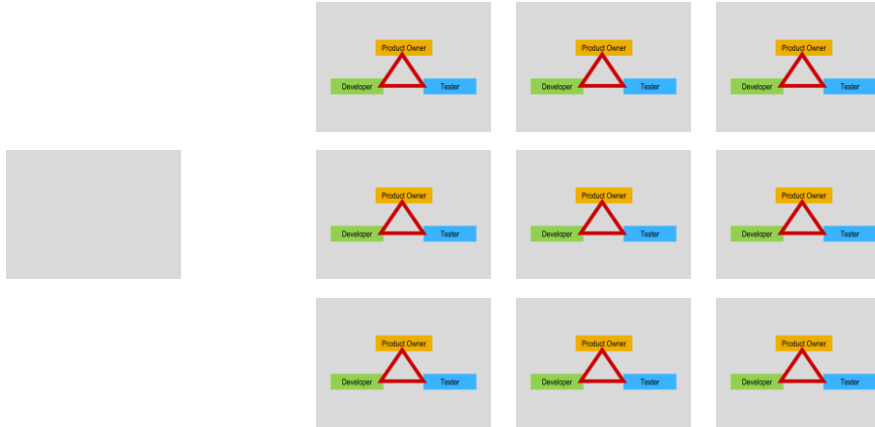
How to harvest the full value of the Journey Scenario?
What is that value anyway?

Three Amigos

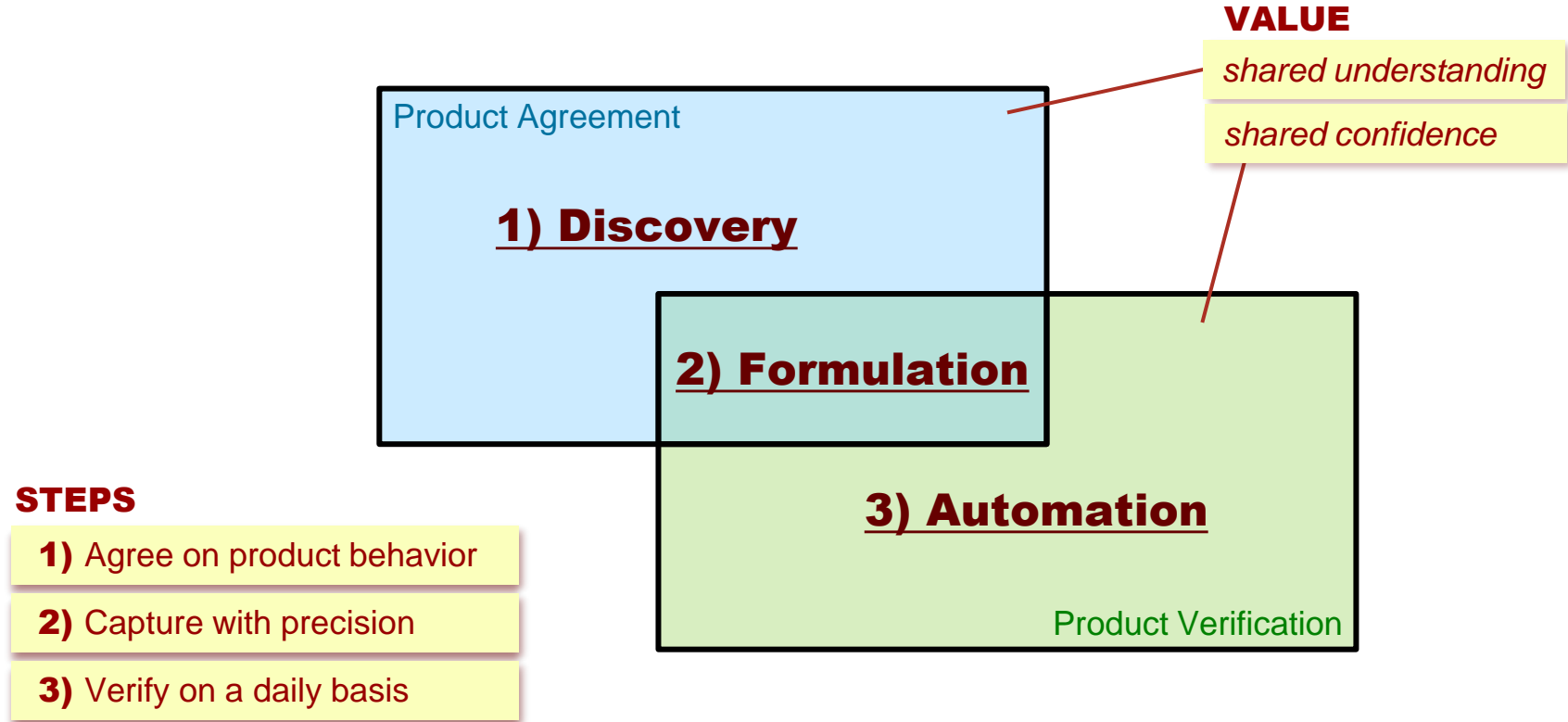


Three Amigos in each of 9 Module Teams

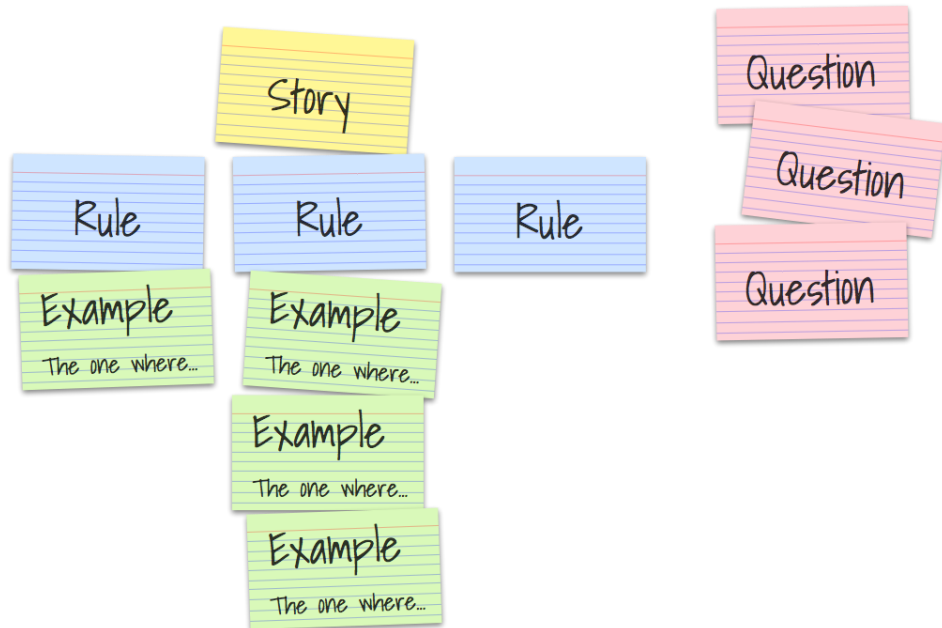
Plus one Architecture Team (without Amigos)



Way of Working



Example Mapping



Rule + Examples



Rule

Rule: a request to transfer money is only accepted if your account does not become negative

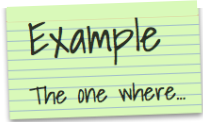
Example: balance is high enough

Given the balance of your account is 130 euro

When you request to transfer 100 euro from your account to another account

Then the request should be accepted

And the balance of your account should be equal to 30 euro



Example

The one where...

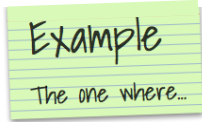
Example: balance is not high enough

Given the balance of your account is 130 euro

When you request to transfer 200 euro from your account to another account

Then the request should be rejected

And the balance of your account should be equal to 130 euro



Example

The one where...

The conversation starts with a Journey

Journey

Scenario: creating and sharing a tikkie

Given you have an account for the Tikkie app

And you have an account for the WhatsApp app

When you open Tikkie

Then Tikkie shows your most recent tikkies

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When you select a chat

Then WhatsApp posts the tikkie in this chat

And WhatsApp closes

And Tikkie completes the creation of the tikkie

The conversation starts with a Journey

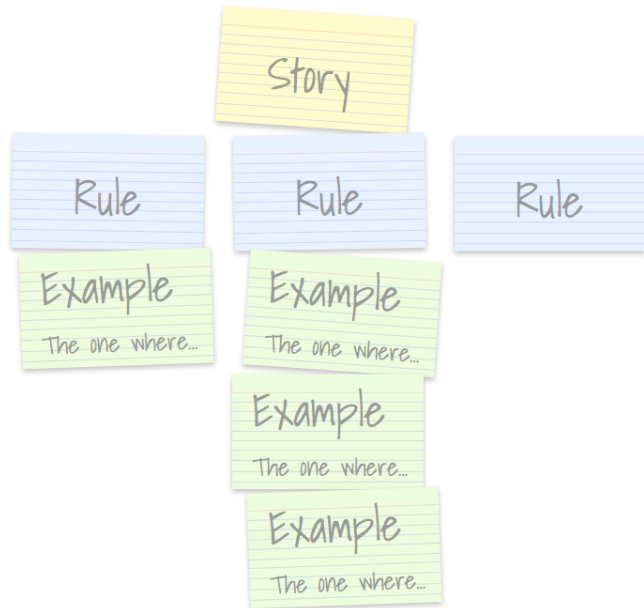
Journey

Scenario: creating and sharing a tikkie

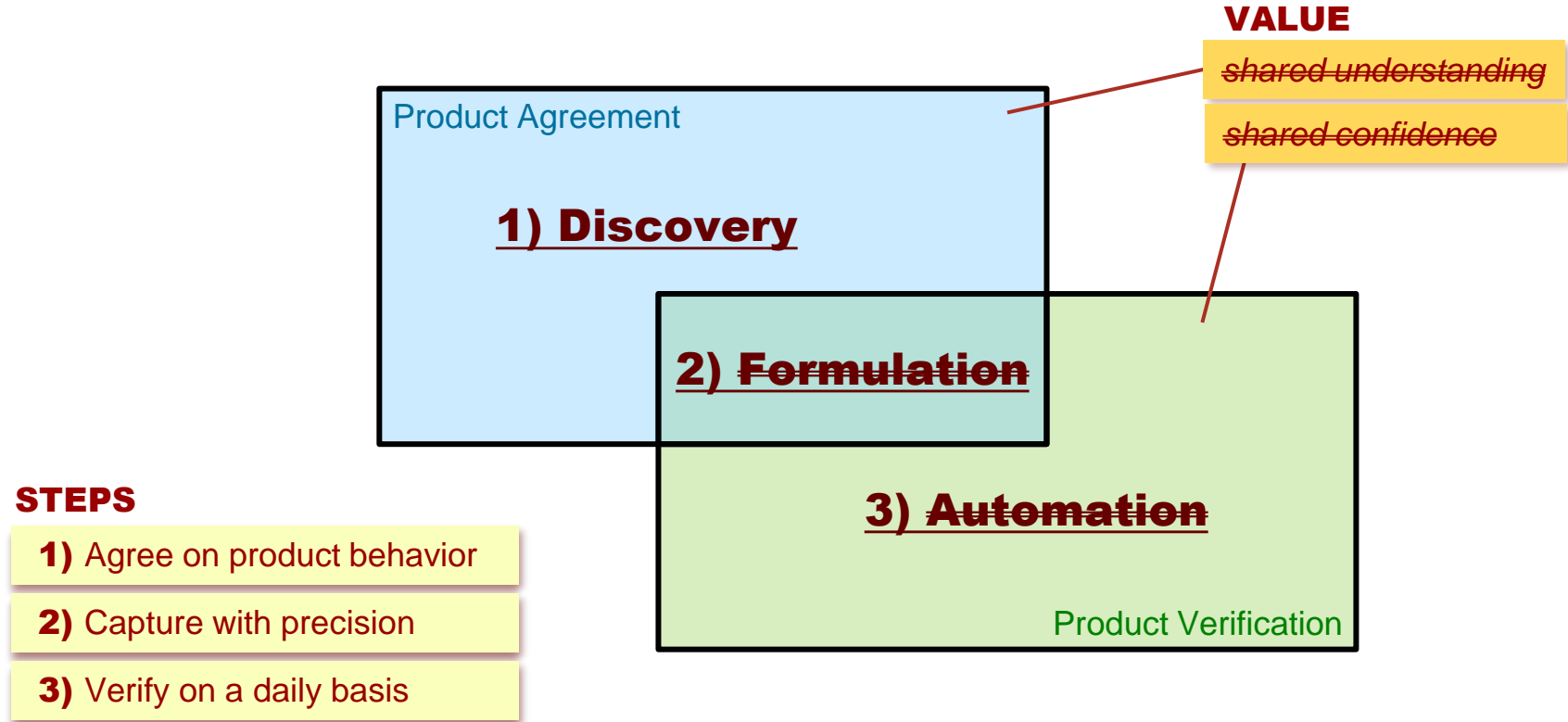
- * you have an account for the Tikkie app
- * you have an account for the WhatsApp app
- * you open Tikkie
- * Tikkie shows your most recent tikkies
- * you begin creating a new tikkie
- * Tikkie asks for amount and description
- * you share the tikkie using WhatsApp
- * Tikkie opens WhatsApp
- * WhatsApp shows a list of chats
- * you select a chat
- * WhatsApp posts the tikkie in this chat
- * WhatsApp closes
- * Tikkie completes the creation of the tikkie

*the * is valid Gherkin !*

*You can automate this scenario,
even when using **



Way of Working



Mutual Clarification

the one explains the other



Details: Incidental or Pertinent?

You need the Rule to Discriminate them

Rule: a request to transfer money is only accepted if your account does not become negative

Example: balance is high enough

Given *you have successfully logged in at the bank using Chrome*

Given the balance of your account is 130 euro

When you request to transfer 100 euro from your account to another account

Then the request should be accepted

And the balance of your account should be equal to 30 euro

Details: Incidental or Pertinent?

You need the Rule to Discriminate them

Rule: a request to transfer money is only accepted if your account does not become negative

Example: balance is high enough

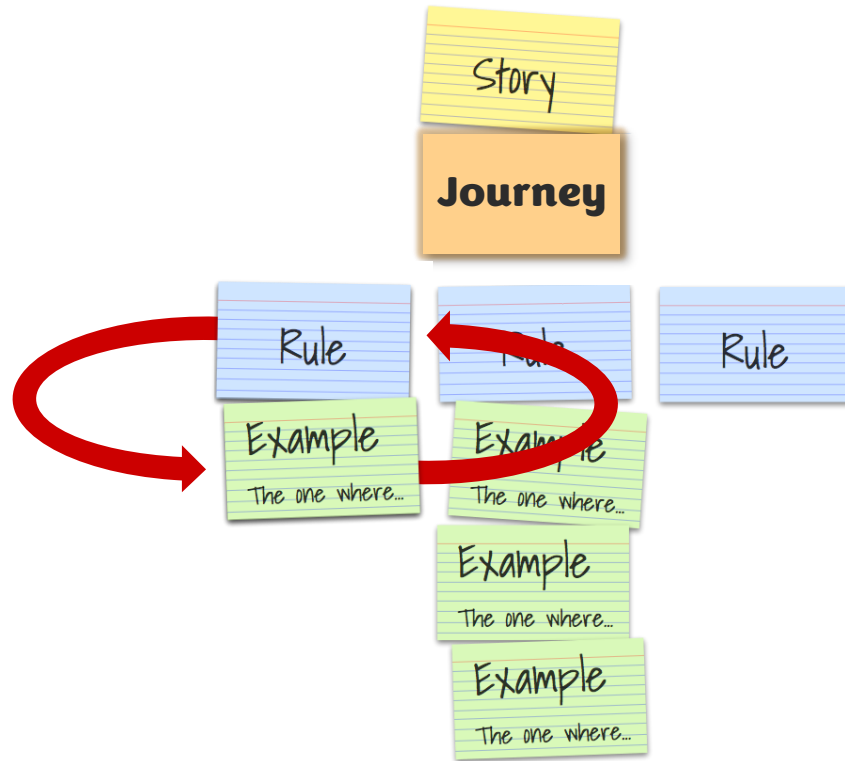
Given *you have an account*

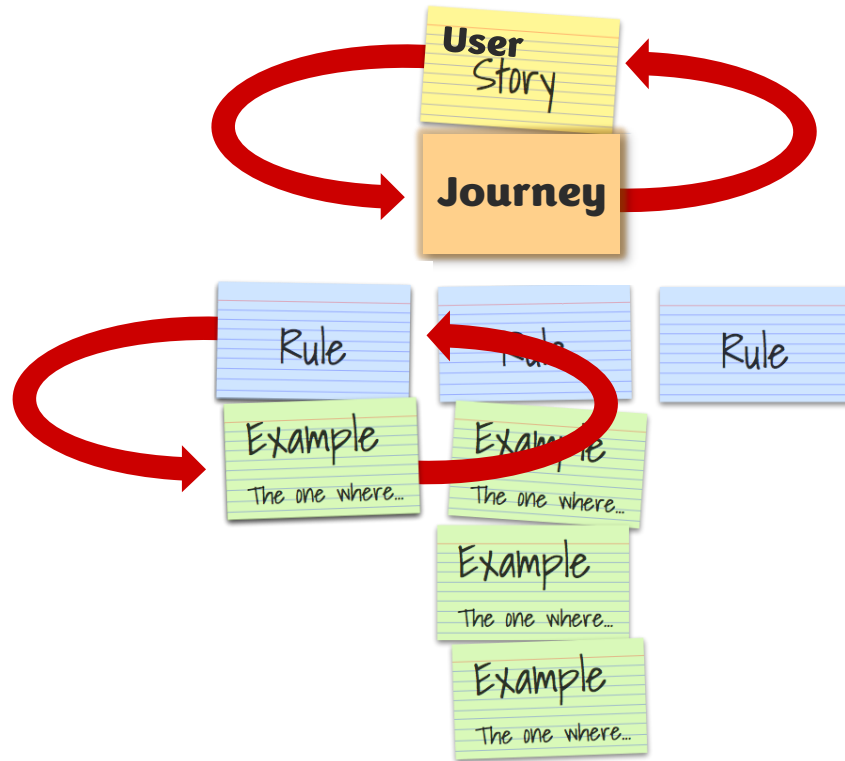
Given the balance of your account is 130 euro

When you request to transfer 100 euro from your account to another account

Then the request should be accepted

And the balance of your account should be equal to 30 euro





User Story

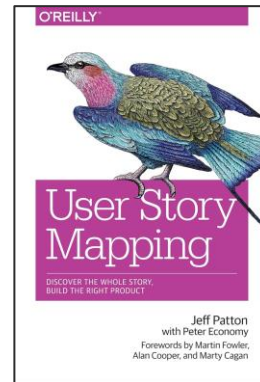
The original *User Story* template



```
as a <role>,  
I want to <behavior>,  
so that <benefit>.
```

This template originated with agile coach Rachel Davies in the early 2000s.

```
as an account holder,  
I want to issue a payment request,  
so that I get my money back with less effort  
compared to making the other person do a transfer to me.
```



WARNING: overloaded terminology ahead

User Story

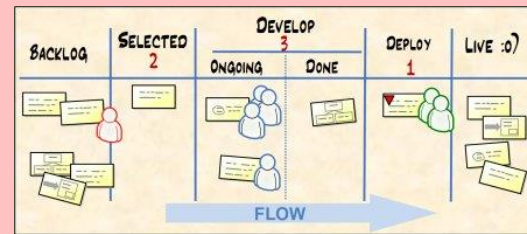


- **feature** of your product
- part of the *product* breakdown, still relevant after product release.
- typically included in the product manual

User Story

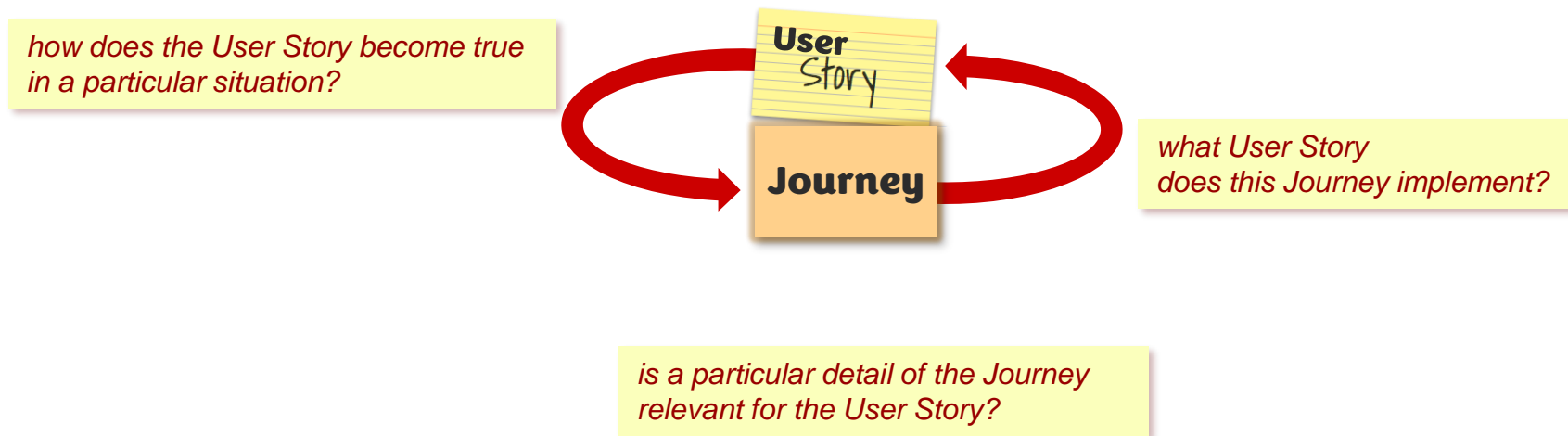


- **task**, unit of work.
- part of the *work* breakdown, after release no one cares anymore.
- typically tracked on Kanban boards



the Value is in the Pair

- *mutual clarification*
- *discrimination of details*



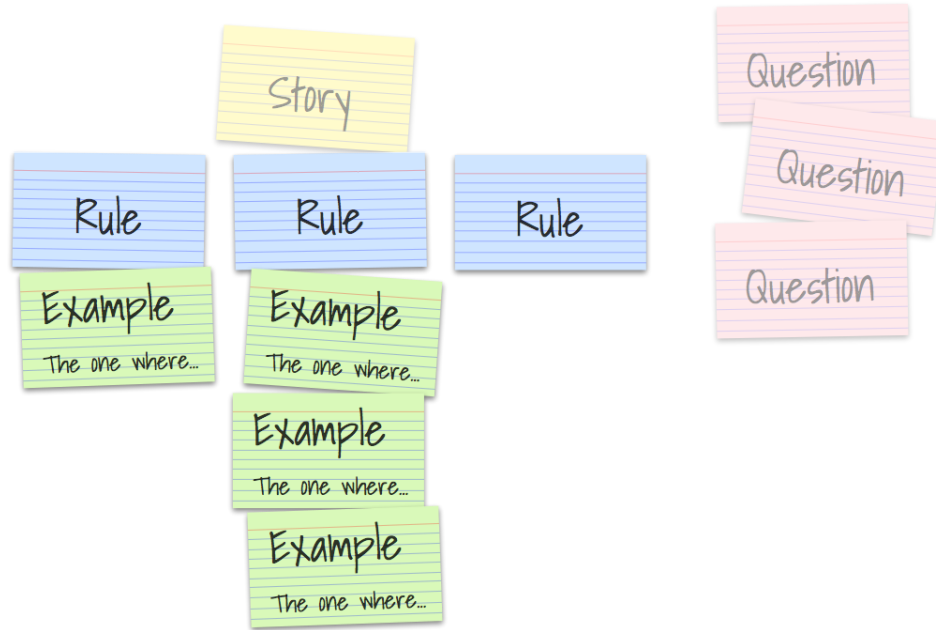
the Value is in the Pair



2 kinds of Discovery

Example Mapping

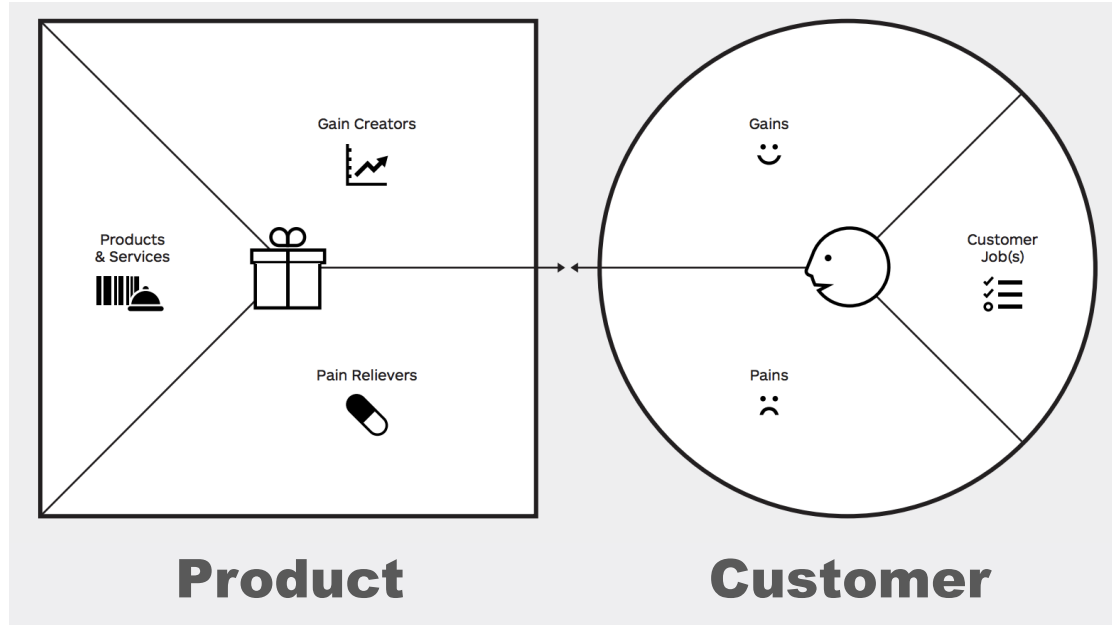
A great way to discover Rules and Examples simultaneously



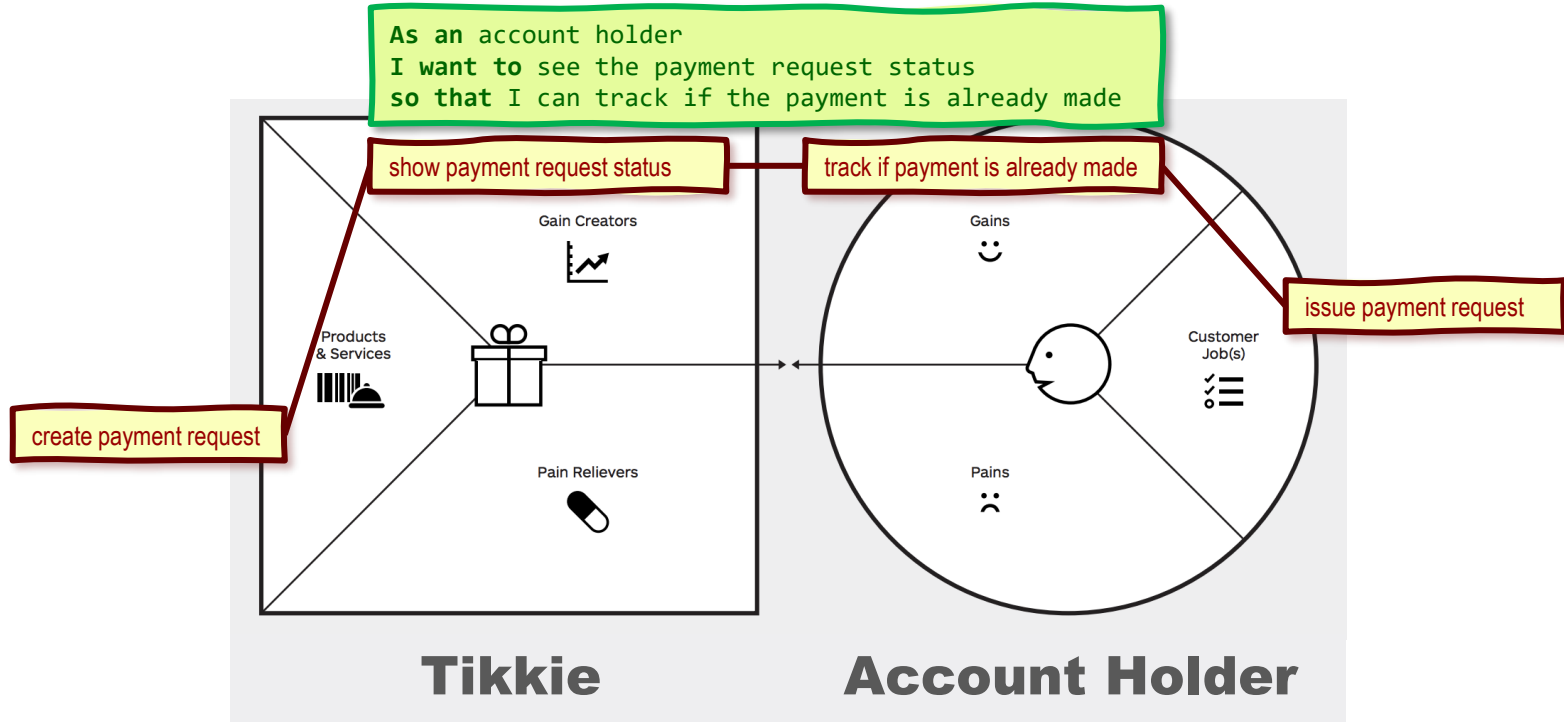
Value Proposition Canvas

A great way to discover User Stories

www.strategyzer.com



Build a User Story on the Canvas

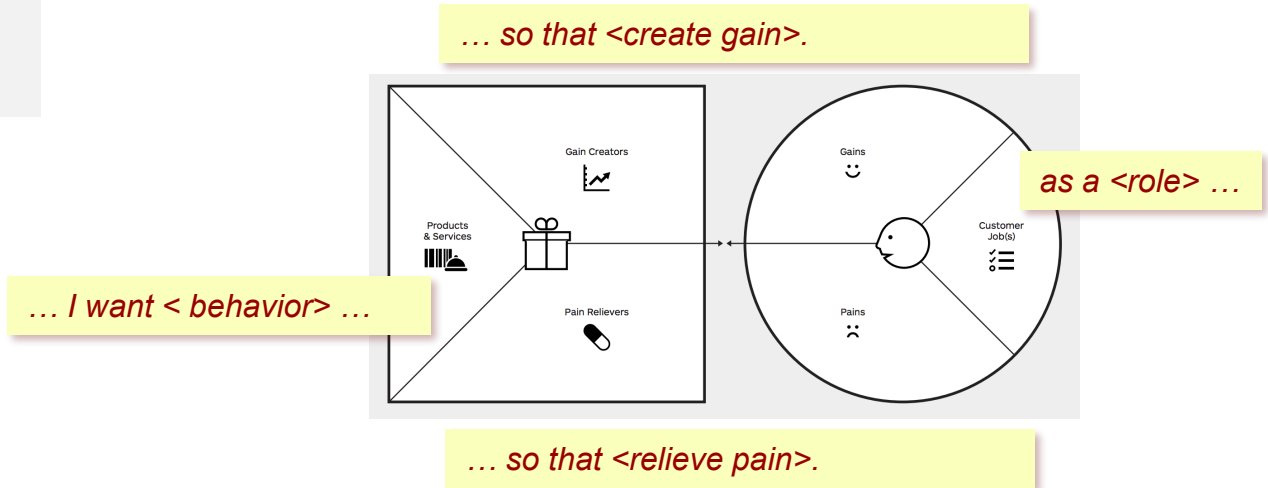


Let's name this: *Value Mapping*

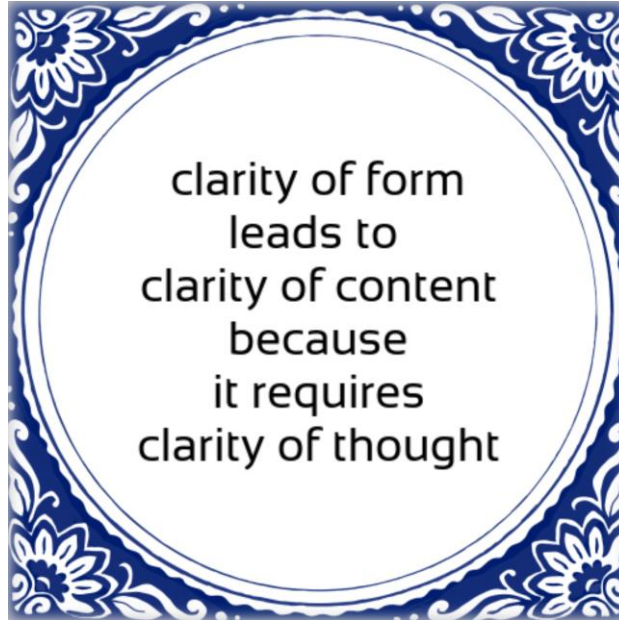
The familiar *User Story* format

```
as a <role>,  
I want to <behavior>,  
so that <benefit>.
```

is a verbal equivalent of the famous
Value Proposition Canvas
from Strategyzer



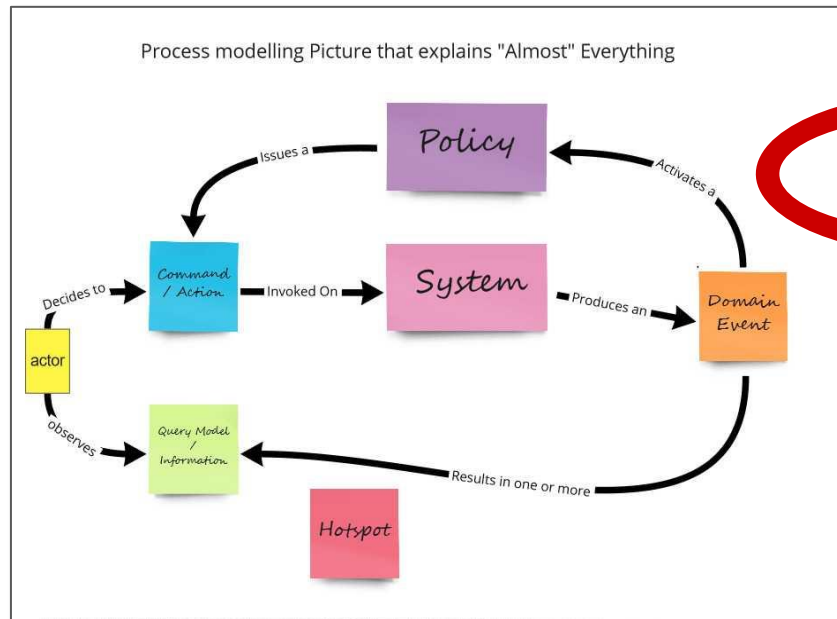
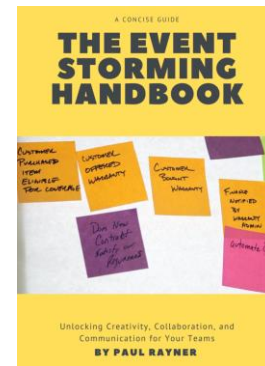
Discovery & Fixed Form: *Paradox?*



Event Storming

a great way to discover Journeys

www.eventstorming.com/



as a <role>,
I want to <behavior>,
so that <benefit>.

*How does the User Story become true
in a particular situation?*

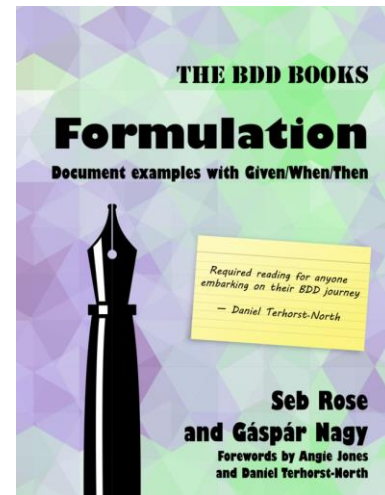
*Discriminate pertinent detail and
incidental detail.*

2 kinds of Formulation

Guidelines for Examples

from the “Formulation” book

- **B**usiness Language
 - use the language of the user, not of the developer
- **R**eal Data
 - helps reveal assumptions and edge cases
- **I**ntention Revealing
 - describe the desired outcome, not how you got there
- **E**ssential
 - omit incidental detail, keep pertinent detail
- **F**ocussed
 - each scenario illustrates a single rule only



Guidelines for Journeys

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Guidelines for Journeys

from the “Formulation” book

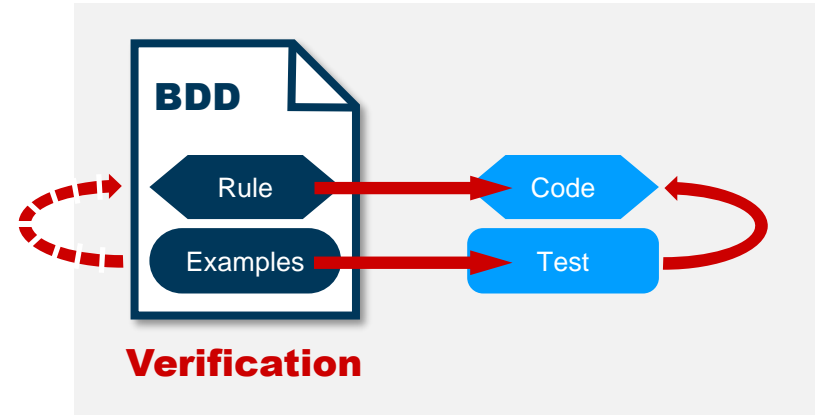
- **B**usiness Language
 - use the language of the user, not of the developer
- **R**eal Data
 - helps reveal assumptions and edge cases
- **I**ntention Revealing
 - *describe the desired outcome, not how you got there <<<< this one needs rethinking*
- **E**ssential
 - omit incidental detail, keep pertinent detail
- **F**ocused
 - each scenario illustrates a single ~~rule~~ user story only

2 kinds of Automation

How to Verify a Rule?

Automate its Examples!

- a Rule lives somewhere in the code
- automate its Examples as tests
- execute them making use of the test infrastructure

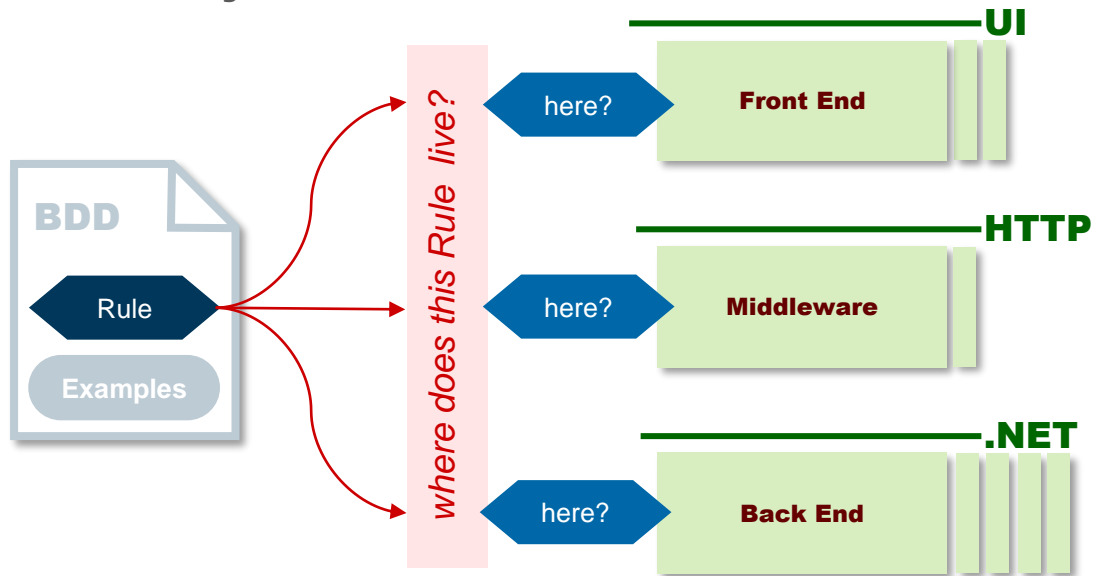


How to Automate an Example?

Where is its Rule located?

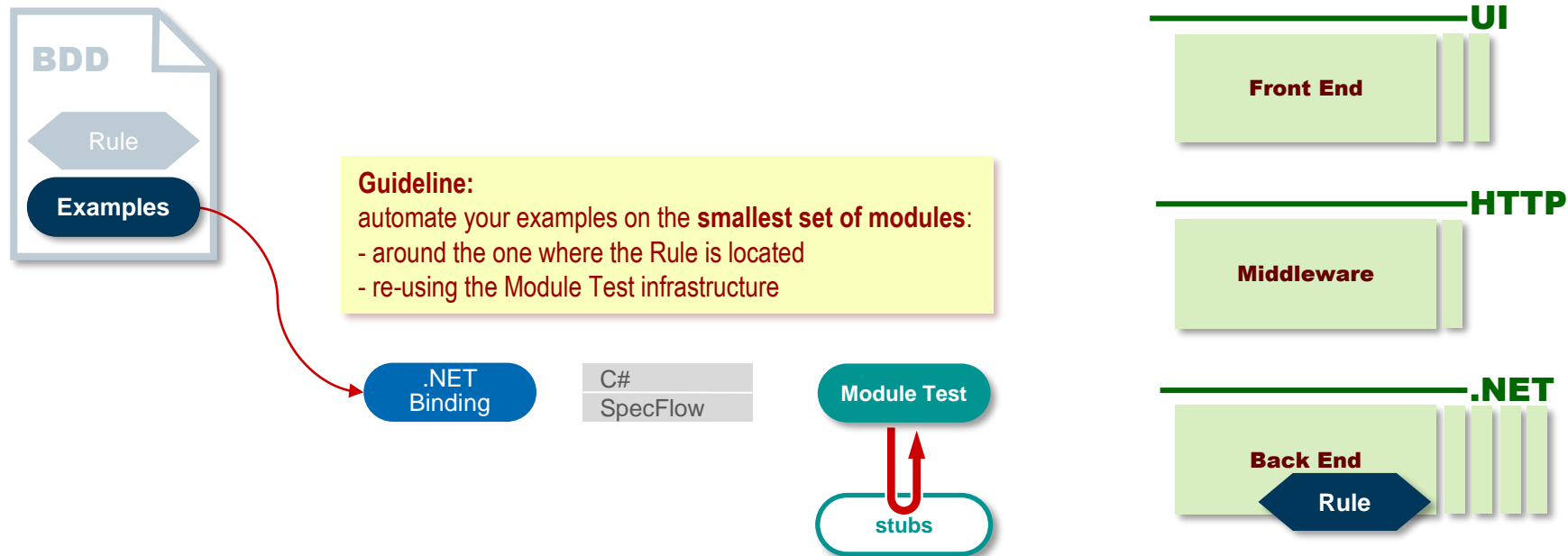
Conjecture: a Rule lives in one module only

If not: rethink your system decomposition
(remember SOLID)



How to Automate an Example?

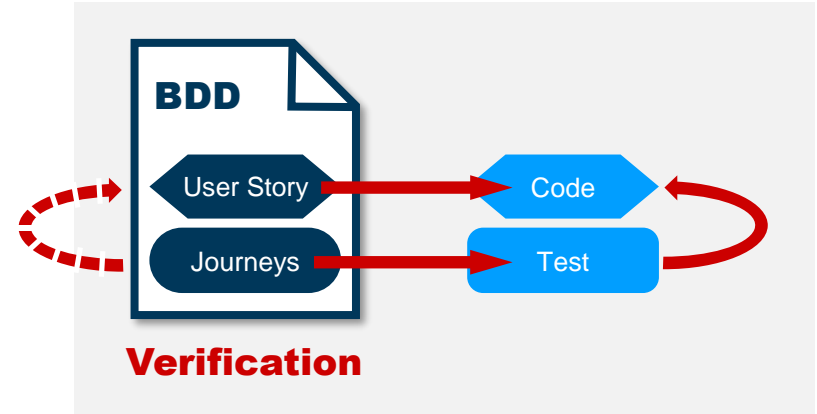
case: its Rule is located in the back-end



How to Verify a User Story?

Automate its Journeys!

- a user story lives somewhere in the code
- automate its journeys as tests
- execute them making use of the test infrastructure

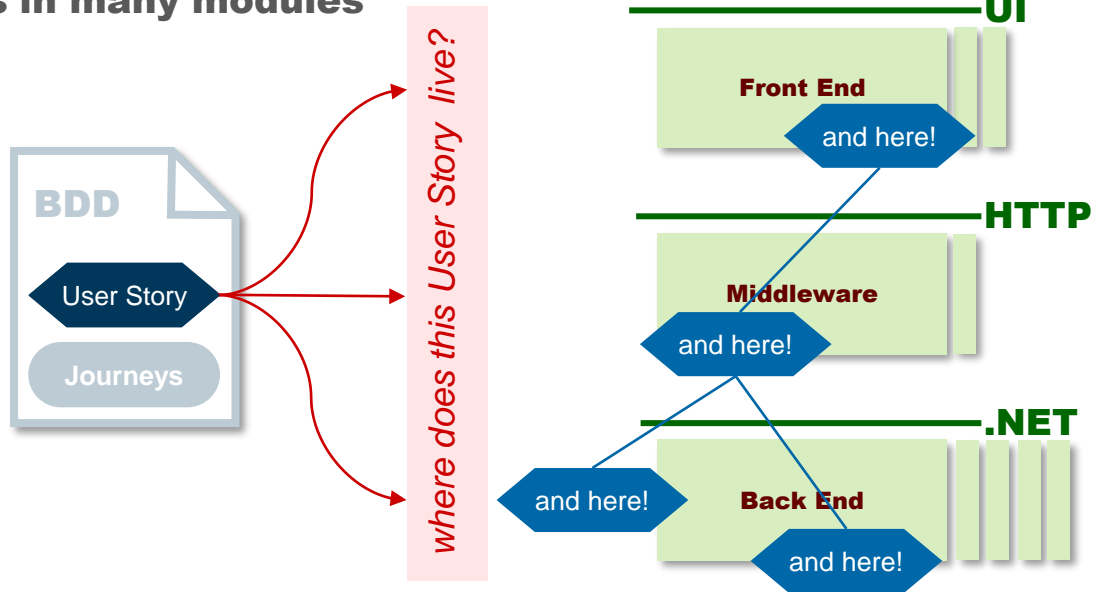


How to Automate an Journey?

Where is its User Story located?

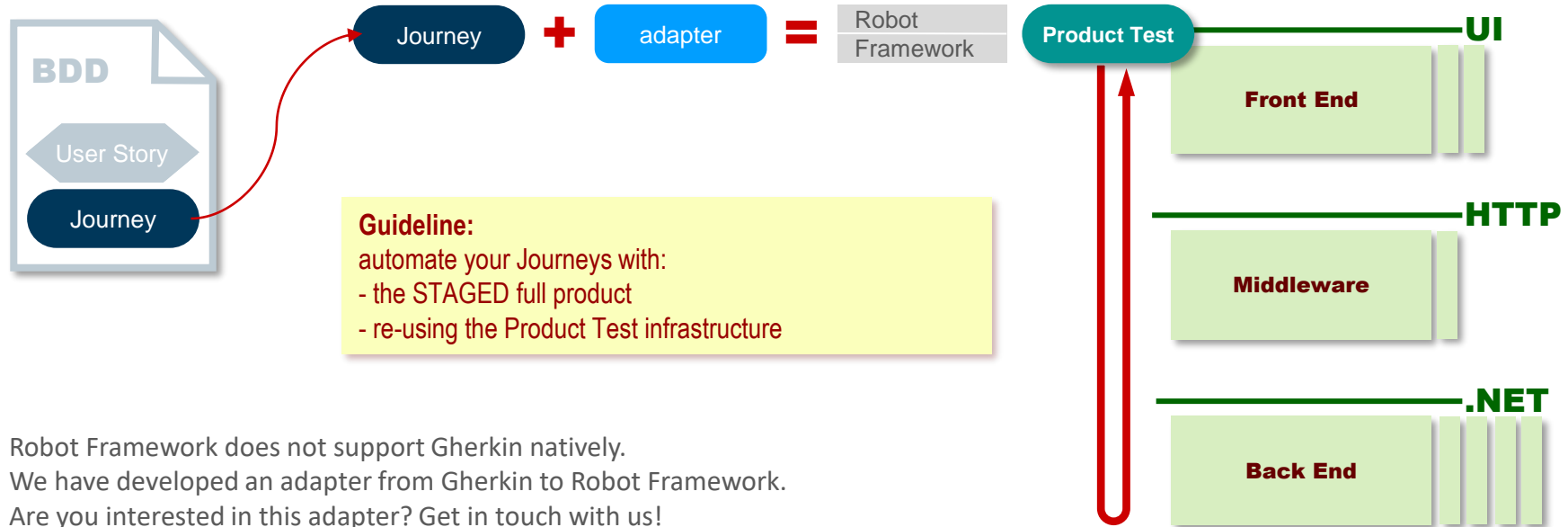
Conjecture: a User Story lives in many modules

If not: is it really a User Story?



How to automate a Journey?

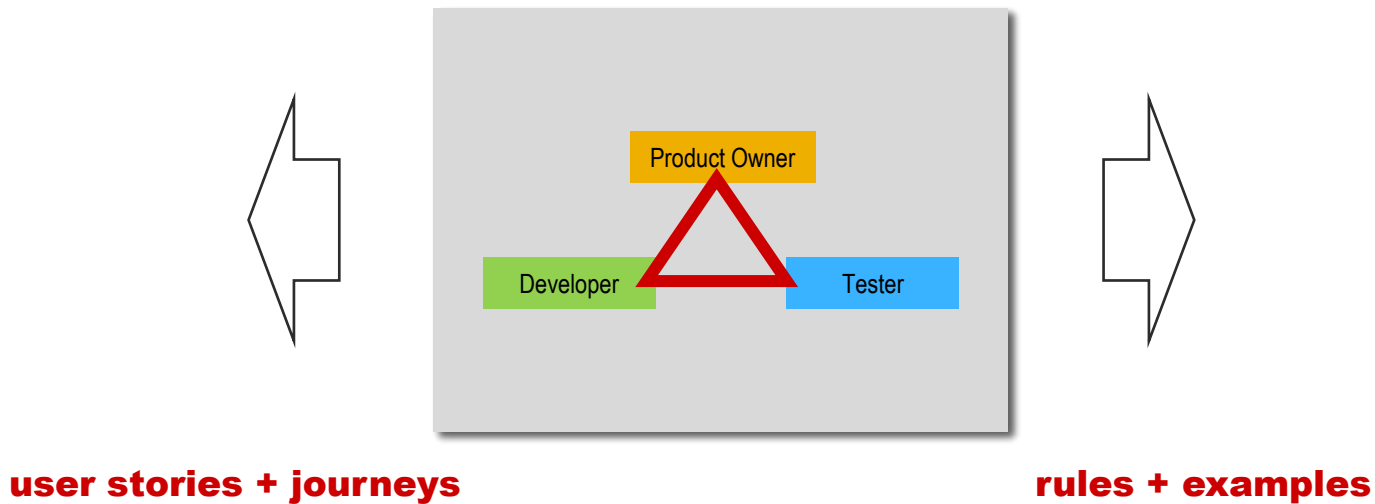
Where does its User Story live?



Robot Framework does not support Gherkin natively.
We have developed an adapter from Gherkin to Robot Framework.
Are you interested in this adapter? Get in touch with us!

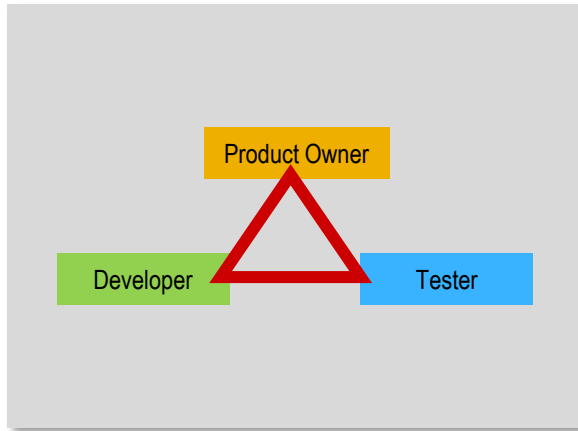
2 kinds of Three Amigos

2 Kinds of Three Amigos



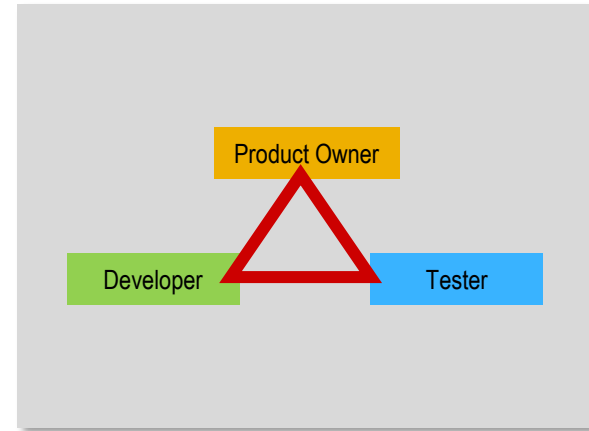
2 Kinds of Three Amigos

product amigos



user stories + journeys

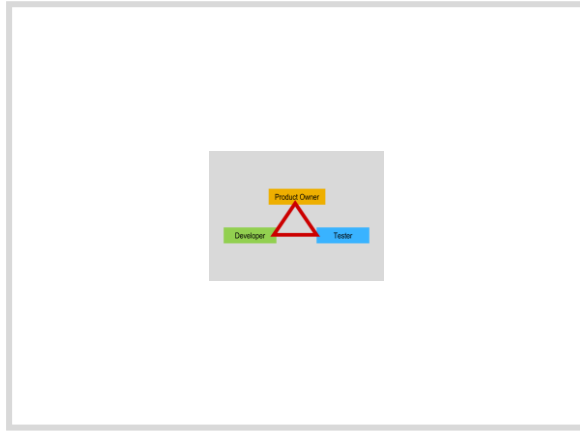
module amigos



rules + examples

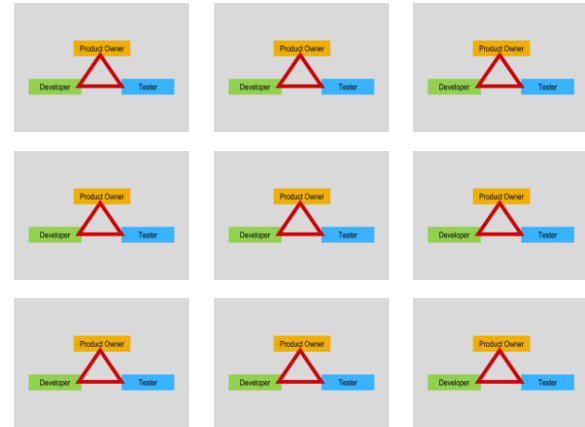
Architecture Team: *you are the Product Amigos!*

product amigos



user stories + journeys

module amigos



rules + examples

Conclusions

Conclusion: 2 Kinds of ...

2 kinds of ...	Example	Journey
Shape	Only One When Step	More than One When Step
Focus	Rule	User Story
Discovery	Example Mapping	Value Mapping + Event Storming
Formulation	BRIEF	BR?EF
Automation	Module Level	Product Level
Three Amigos	Module Amigos	Product Amigos

Conclusion: the Value is in the Pair



**the Journey
is
the Reward**

Canon