

### Create

Target	Command
repository	xp init
repository in new directory	xp init [directory]
feature story	xp add
non-feature story	xp add [story id]
scenario	xp scenario [title]

### Update

Goal	Command
Update story field	xp set [field]:[value]
Story level	xp tally

### Relate

Goal	Command
Make child of story	xp depend [story id]
Make parent of story	<del>xp suspend [story id]</del>

### Qualify

Goal	Command
Adhere story to schema	xp normalize
Verify backlog schema	<del>xp validate</del>

### Assign

Developer	xp contribute [developer]
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To specify an achievement to attribute to contributors use xp contribute [developer] [achievement]

### Backlog Schema

```
backlog/
  s:[ status,1]|
  l:[ level,2]|
  i:[ backlog id,2]- [story id,2]|
  c:[ context,*]|
  u:[ use r/unit /actor,*]|
  a:[ action /behavior,*]|
  r:[ res our ce,*]/
    his tory/
      rel eas e.[ -
ver sion]
    .[t itle]
    .[start date - target date]
      tag.re lease
      sto ry- ref -
erences
    aspect/
    profile
      tag.pr ofile
      user
      profile
    subscr iptions
```

### Story Schema

```
[story]
  tag.story
  ?na rrative
  +sc ena rio.[S cen ario]/
    +te st.[ pa ss/ -
fail]|
    [au to mated test/p -
roduct owner]
  ?po int s.[ fea ture story
points]
  con tri but ion :[comma
delimited user names]
  ach iev eme nt.[ Ac hie -
vement]
```

### Story Schema (cont)

```
> *dependency.[track id]-[story id]/
*dependent.[track id]-[story id]/
*bug.[Bug]
*tag.[keyword]
```

### Story Fields

Key	Value
s	status
l	level
i	identification (backlog id, story id)
c	context
u	user/unit/actor
a	action/behavior
r	resource

### Status Fields

Key	Value
[ ]	uninitiated/undocumented story
0	orphaned, non-deliverable
a	audit, needs verification
b	bot it, needs an automated test
c	configure/code/construct
s	suspended, waiting for deliverable
x	completed/done/closed
z	sleep/dormant

