Story Map for YouTrack

A visual user story map built from YouTrack issues — the journey left to right, the work stacked underneath, and every drag written straight back to YouTrack.

See the journey. Plan the slices.

MAP	PLAN	SYNC
Goals, Steps and Stories as linked issues	Drag across sprints, assignees and priorities	Every change lands in YouTrack

A backlog is a list. Users take a journey.

Flat backlogs are good at order and bad at shape. They hide which step of the user journey a story serves, where the gaps are, and what the smallest useful release would look like.

WHERE THE GAP SHOWS UP

01 Lost context — story number 47 says nothing about the step it supports.

02 Hidden gaps — missing steps in the journey surface late, in testing or in production.

03 Big-bang releases — without slices, every release tries to finish everything.

04 Off-tool maps — sticky notes and whiteboards drift from the tracker the day after the workshop.

WHAT THE MAP SHOWS

GOALS	What the user is trying to achieve.
STEPS	The journey, laid out left to right.
STORIES	The work for each step, stacked underneath.
SWIMLANES	Group by Sprint, Assignee or Priority.
RELATIONSHIPS	Coloured lines for link types such as depends on.
UNMAPPED	A drawer of issues not yet placed in the hierarchy.

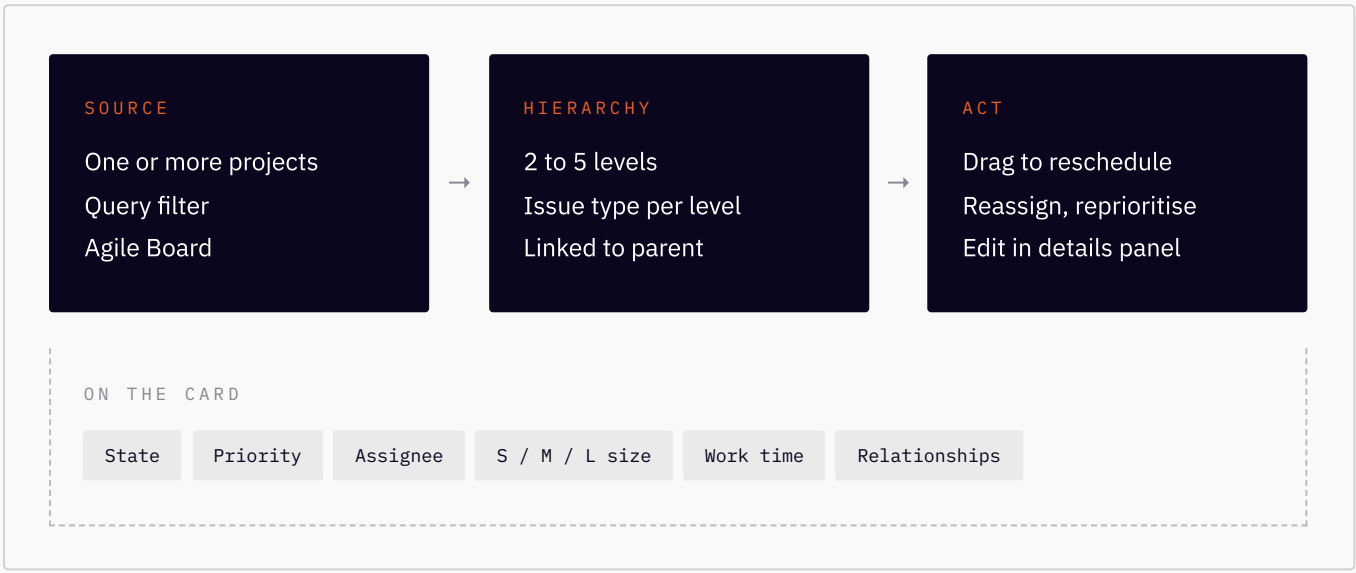
THE OUTCOME

Keep YouTrack as the single source of truth and give the team a shape to plan against. The map is not a copy of the backlog — it is the backlog, arranged by journey.

SHARED UNDERSTANDING | SMALLER RELEASES | NO WHITEBOARD DRIFT

Every card is a real issue.

Story Map keeps no separate copy of your backlog. Each level is made of ordinary YouTrack issues joined by issue links — so moving a card changes the issue.



YOUR LEVELS, YOUR NAMES

Choose which issue types belong to each level and what each level is called — from two to five levels per map.

ACCESS PER MAP

Limit who can view or edit each map. Story Map is free for YouTrack instances with up to 10 users.

WHAT A DRAG OR A CLICK DOES

STORY → STEP	Moves the story under a different Step.
→ ASSIGNEE LANE	Reassigns the issue.
+ ADD	Creates a Goal, Step or Story linked to its parent.
→ SPRINT LANE	Reschedules the issue, with an Agile Board connected.
→ PRIORITY LANE	Reprioritises the issue.
UNMAPPED → STEP	Links an existing issue into the hierarchy.

Map the journey before you slice it.

A story map earns its keep in the conversation it creates. Build the backbone together, then let the slices drive releases and sprints.

01 Configure the map

Pick projects, a query, the issue type for each level and the level names.

02 Lay the backbone

Add Goals and Steps from left to right with + Add.

03 Place the stories

Drag them from the Unmapped drawer, or create them under each Step.

04 Connect the board

Link an Agile Board and group by Sprint to plan.

05 Slice releases

Move the smallest end-to-end set of stories into the next sprint.

06 Keep it live

Change state, priority and assignee on the cards — YouTrack follows.

WHERE TEAMS USE IT

PRODUCT	DELIVERY	DESIGN	STAKEHOLDERS	ONBOARDING
Discovery that ends in real issues	Sprint planning by user step	Journey gaps made visible	A release plan people can read	A map of what the product does

THE TAKEAWAY

A good map does not add process. It makes the order of the backlog explain itself.

Plan the whole user journey in YouTrack.

Free for instances with up to 10 users. Tell us how you plan releases today, and we will show you the map.

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Story Map changes YouTrack issues and links directly; review who can edit each map before sharing it widely. Capabilities referenced were verified against Rixter and JetBrains Marketplace public product material, October 2026.