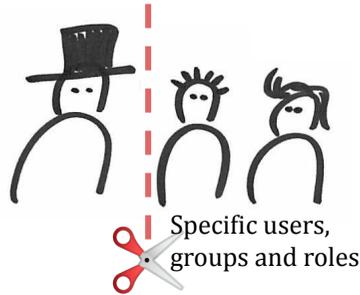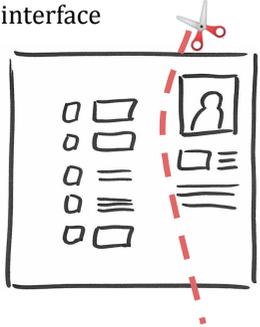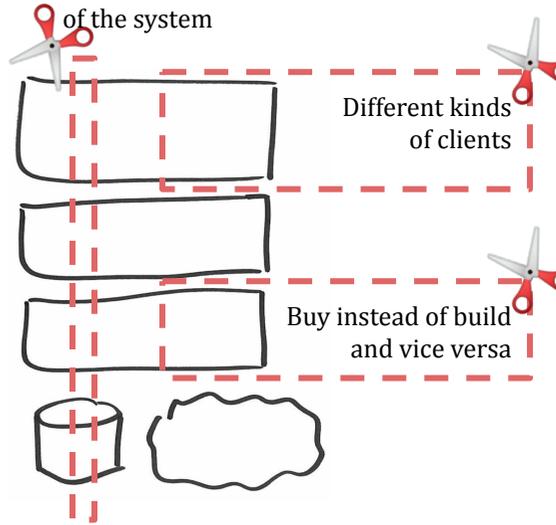# Splitting User Stories

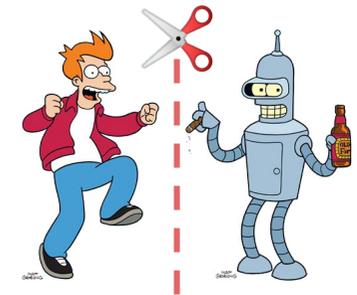Different parts of the user interface

Specific users, groups and roles
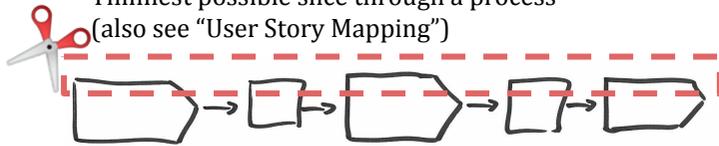
Thin vertical cuts of the system

Different kinds of clients

Buy instead of build and vice versa

Doing things manually for now and automate later

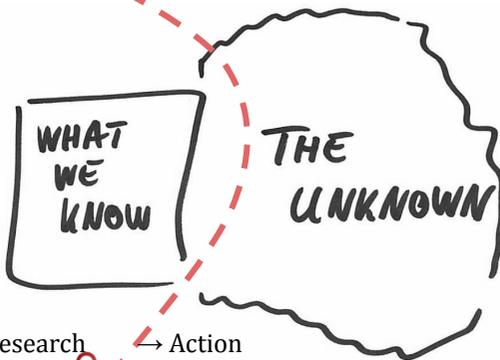Thinnest possible slice through a process (also see "User Story Mapping")

WHAT WE KNOW

THE UNKNOWN

- Research → Action
- Spike → Implementation
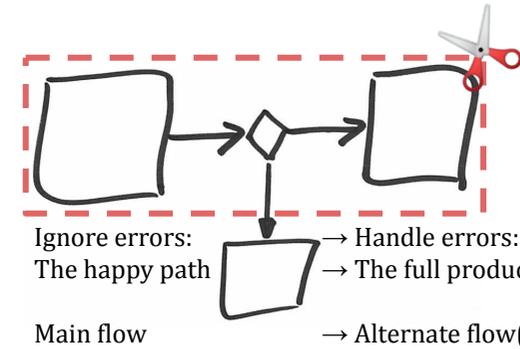
While splitting, each piece should still be

➢ Independent
➢ Negotiable
➢ Valuable
➢ Estimable
➢ Small
➢ Testable

1 | ALL

- 0 → 1
- 1 → Many
- Split condition (usually at words like "and", "or" and "then") → Full condition

Ignore errors: The happy path → Handle errors:
→ The full product

Main flow → Alternate flow(s)

More technical splits:

- Unreliable → Reliable
- Small scale → Large Scale
- (less non-functional requirements) → (more of them)

- Low fidelity → High fidelity
- Static values → Dynamic values
- Transient data → Persistent data

Based on Bill Wake's "Twenty Ways to Split Stories" https://xp123.com/articles/twenty-ways-to-split-stories/
and his 2003 blog post on criteria for good user stories https://xp123.com/articles/invest-in-good-stories-and-smart-tasks/
"Fry" and "Bender" are characters of FUTURAMA, a trademark of Twentieth Century Fox Film Corporation