**Objective**

Brush up on writing User Stories

**Findings**

* **INVEST** Method
  + **I**ndependent
    - They can be developed in any sequence and changes to one User Story don’t affect the others.
  + **N**egotiable
    - It’s up for the team to decide how to implement them; there is no rigidly fixed workflow.
  + **V**aluable
    - Each User Story delivers a detached unit of value to end users.
  + **E**stimable
    - It’s quite easy to guess how much time the development of a User Story will take.
  + **S**mall
    - It should go through the whole cycle (designing, coding, testing) during one sprint.
  + **T**estable
    - There should be clear acceptance criteria to check whether a User Story is implemented appropriately.

**Conclusion**

Abstract and atomic descriptions of what the system should do for a particular user function.