# User Stories & Features

Stories should be broken down into features. Features should be small, simple, isolated, and testable.

## First Story

A user should be able to add a new type of item to the application

## First Story Features

* 1. An item type entity and a persistence layer that can store the item entity in the data store.
  2. An item type domain service that can provide a list of item types in the data store.
  3. A user interface to enable business users to list existing item types and create new ones.

# Development Order

Because applications are built in layers, the application construction should start at the core, and layers should be built upon so that each layer builds on the functionality of the one beneath it.

In most applications, the core is the data store. The outermost layer is an interface that could be a web page, desktop client application, or service layer.

## First Story Features Development Order

1. The item entity and persistence layer.
2. The item type business domain service.
3. The front-end user interface that will allow business users to interact with the item type business domain service.