

INVEST Criteria

I for Independent | Whenever possible, avoid dependencies between stories. Could this user story be developed independent of another user story?

Tip: Watch for stories that can be blocked by work that must be completed by someone else.

N for Negotiable | A user story is the reminder to have a conversation. Its recommended not to add too much details so that it allows for improvisation while implementing if changes arise.

Tip: Avoid getting too detailed with the requirements, or solutioning or describing how the work should be done, how should some from the team.

V for Valuable | Each story adds something useful for the end user. Recommendation is each story should be connected to clear business goals.

Tip: write user stories from user perspective and include the value "so that" because it describes the value.

E for Estimable | It should be estimable, if you can't estimate, consider breaking the story into smaller stories or better understand what value it's meant to add. If it's not breakable or if you cannot understand the value, then explore unknown tech in a time-boxed research spike.

Tip: watch out for stories that are too large, vague or difficult to estimate

S for Small | Make sure the story is small enough to be done in a single iteration. Its recommended it shouldn't take more than few days to compete a single user story.

Tip: Watch out for stories that are too big, or not properly broken down into smaller chunks.

T for Testable | Should include some acceptance criteria to be able to consider the story "done". See if the user story can be demonstrated on its own

Tip: It's recommended the story can be individually tested.



Credit: Bill Wake

