

# Stories

## What makes a “good” story?

**I**ndependent *Can be delivered on its own*

**N**egotiable *Ready to change as more is learned*

**V**aluable *Provides some benefit, all on its own*

**E**stimable *Understood enough to gauge effort*

**S**mall *Sliced into something a team can complete in about 1/4 a sprint*

**T**estable *Can be proven through automated tests*

# Story Splitting