

Story Splitting

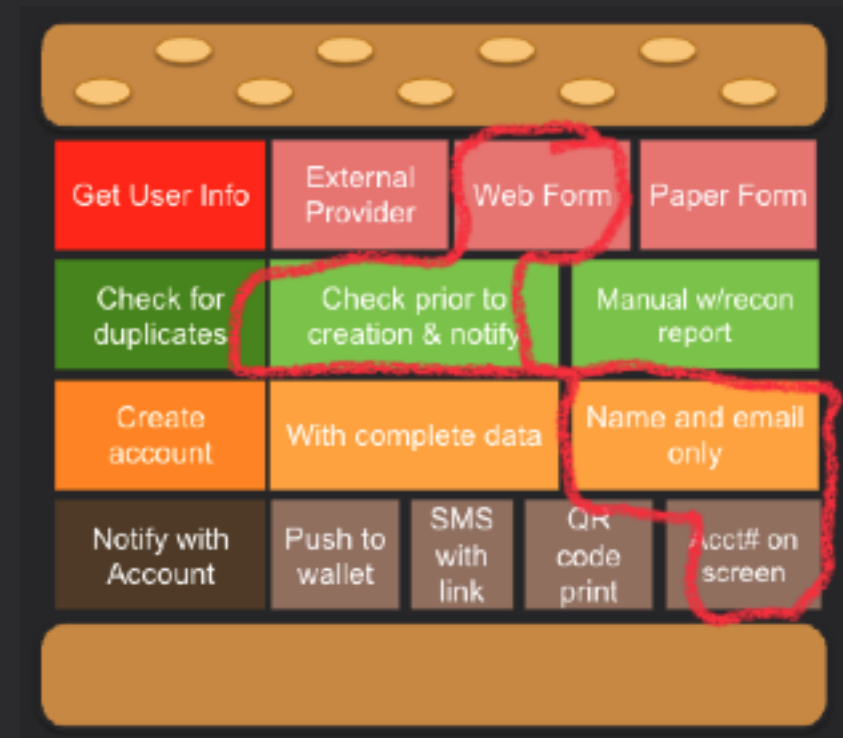
Split the feature

“PLAY LOCAL GAME”

to the point where you **GUESS** you could code it in 8 hours

The Hamburger method 🍔

1. Identify high level tasks
2. Consider implementation options
3. Order by complexity
4. Make choices
5. Take a bite



Our shared split

Creating a minimum viable product increment



CLI-based game where the player can give their character a name, with movement only (no inventory, monsters, etc), “bad moves” are ignored, where the game ends when the player gives an exit command.

