

# Story Splitting

Creating a minimum viable product increment

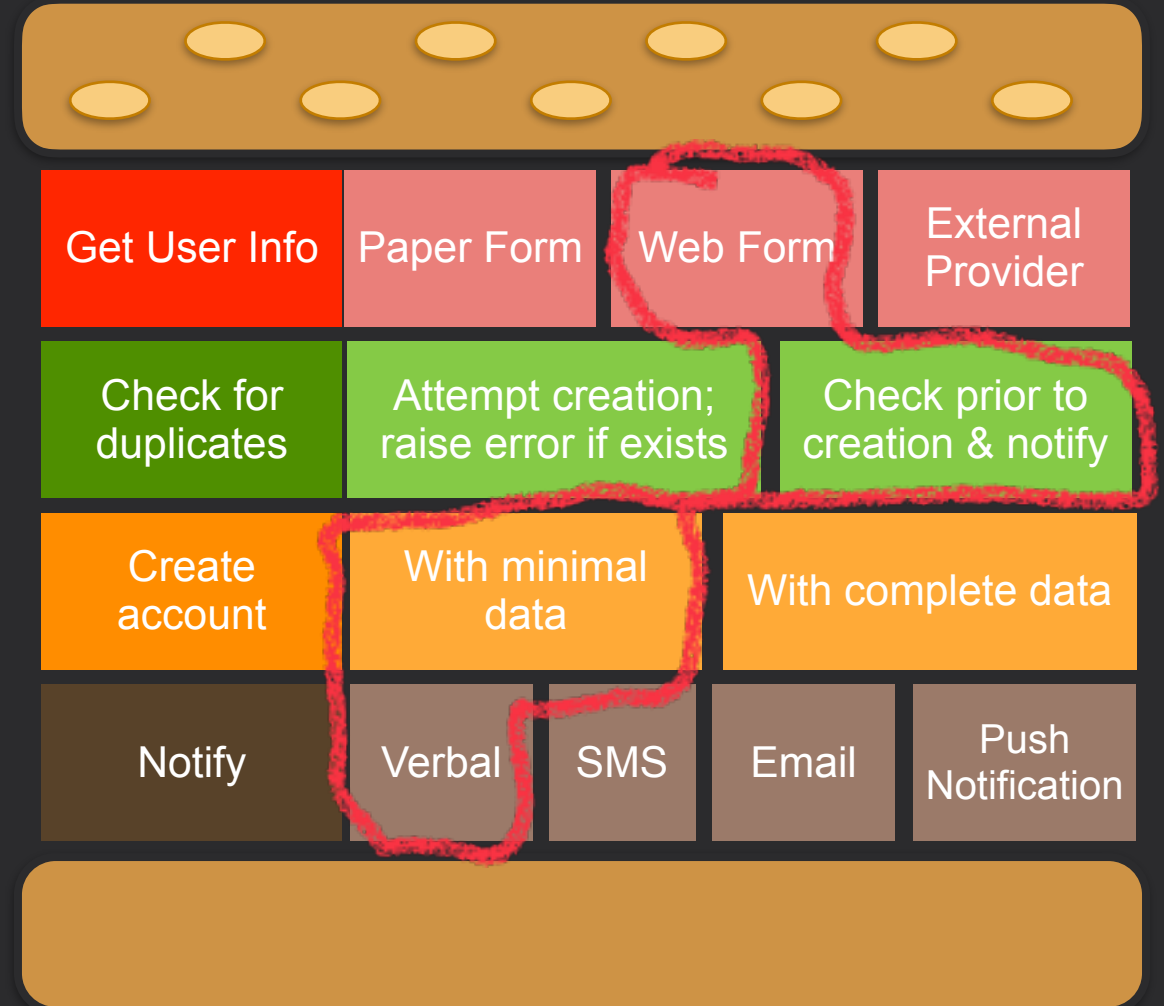
Split the feature

“PLAY 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.

