

# Generating splits

1. **UI** - CLI, Simple/Ugly UI, Full UI
2. **Validation** - No validation, basic, full
3. **Data parts** - IDs/Keys only, Small list of elements, all elements
4. **Integration** - Stubbed version of interface, real interface
5. **Non-Functionals** - No SLA, within 30ms, within 3 ms
6. **Types** - Cash deposits, check deposits, all deposits
7. **Complexity** - with stubbed opponent, with dumb AI, with smart AI
8. **Business Process** - manual, data validation only, fully automated

# 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

