

# the S.P.I.D.R. approach to splitting stories

## SPIKES

Make a large story smaller by pulling out a spike, which is a research activity after which the team will know more.

- Sometimes just doing a spike makes the remaining work a manageable size.
- Other times, the new knowledge creating by the spike makes it easier to see ways to split the story.

## RULES

Sometimes a story is large because of the business rules, technology standards, or such that must be supported.

Consider relaxing support for these rules in an initial story.

Add support for additional rules in subsequent stories.

## PATHS

Consider the paths through a story and split each path into its own story.

- Draw a simple flowchart of what happens in a story. Each sequence of steps can be a story.
- Expand one big step of the flowchart into a story.

## DATA

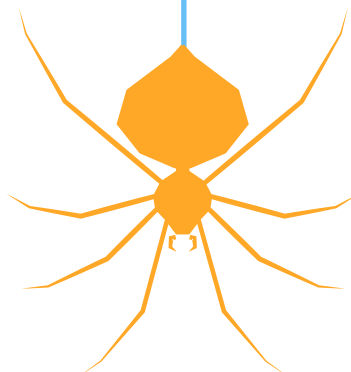
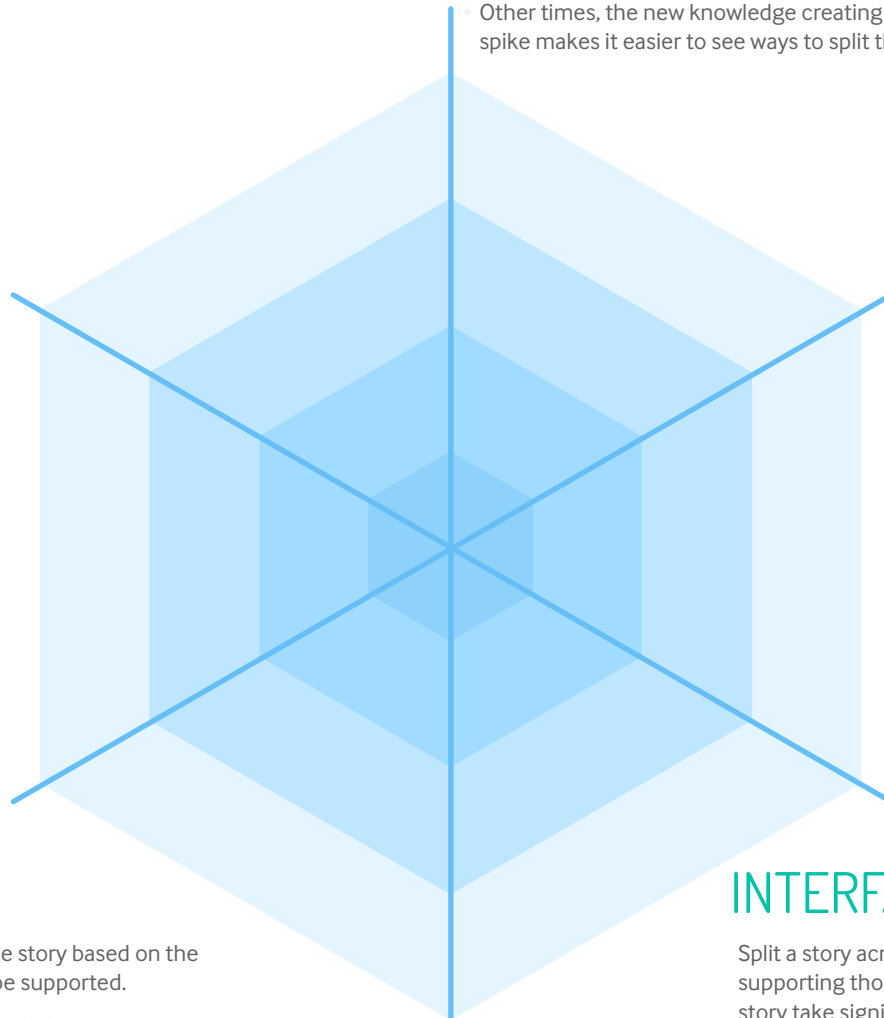
Look for ways to split the story based on the type of data that must be supported.

- Can a first story support valid data and a later story add support for invalid data?
- How about frequent types of data and less frequently seen types of data?

## INTERFACES

Split a story across multiple interfaces if supporting those interfaces makes the story take significantly longer to develop.

- Split out stories by browser type or version, or by different hardware.
- Consider building a minimal user interface first or leave styling out of an interface initially.



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