27 User Story Splitting Methods

01 Capabilities / User Goals	15 Test Cases
02 Workflow Steps	16 Spikes
03 Happy / Unhappy Paths	17 Simple then Complex
04 CRUD Operations	18 Low- then High-fidelity
05 Non-functional Requirements	19 Build vs. Buy
06 Dummy then Real Data	20 Data Variations
07 Static then Dynamic Data	21 Data Boundaries
08 Vague Words	22 Device, Platform, and Channel
09 MVP then Enhanced	23 Business Rules
10 Bronze-Plated vs. Gold-Plated	24 Manual vs. Automated
11 Error Handling and Logic	25 Zero then One then Many
12 Interface Variations	26 Split Conditions
13 User Roles	27 Major Effort
14 Acceptance Criteria	

R rachael wilterdink