

# Vertical Story Slicing

## □ What is it

- Vertical story slicing" is a concept used primarily in agile software development, specifically in the context of breaking down user stories. The main goal of vertical slicing is to deliver a thin, yet functional slice of the overall system that cuts through all the architectural layers and components, delivering value to the end user. This contrasts with "horizontal slicing," where you might build out a complete layer of the system, but the user sees no functional value until all layers are completed.

## □□ Who

- A collaborative activity involving the product manager, developer and architect

## □□ Running the technique

- Functional Value: Each vertical slice should provide some kind of value to the user, even if it's minimal. This means that after implementing a vertical slice, there should be a usable piece of the product, even if it's only a small feature.
- All Layers: A vertical slice touches every layer of the application. If you imagine the system as a layered cake with a UI layer, service layer, and database layer, a vertical slice would be a thin piece that cuts through all those layers.
- Small and Manageable: Each slice should be small enough to be developed within one iteration. This allows for faster feedback and quicker adjustments based on real-world use or stakeholder feedback.
- Minimize Dependencies: By focusing on vertical slices, teams can minimize dependencies on other parts of the system. This reduces waiting times and increases the team's ability to deliver continuously.

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