**Our Software Lifecycle Choice:**

**Agile**

**Our Justification**

We chose Agile due to its ethos. It values individuals, the team and customer and/or product owner. As a larger group than others our day-to-day situations are diverse, agile gives us the flexibility to work around our personal lives and any potential issues that may arise as the project progresses. It promotes interaction and co-operation between team and customer throughout the project and we can adapt to as required changes or detect issues sooner rather than later. We believe using an agile approach will help improve our learning as we learn from each other on various aspects of the project as our strengths and weaknesses in each stage shine through. The regular review and reflection contained in an agile process will help us deliver a better project as we progress and help us grow.

**Pros & Cons**

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| --- | --- |
| **Pros** | **Cons** |
| Can Adapt to change or hiccups | Risk of losing track or go out of scope |
| Test Driven Development | Greater demands on individual's |
| Working Software | Less Predictable |
| Transparency |  |

OTHER LIFECYCLE METHODS (COMPARISON)

**Pros & Cons V Model**

|  |  |
| --- | --- |
| **Pros** | **Cons** |
| Very structured as steps are completed one after another | Non-flexible |
| Good for smaller projects | Not good for complexity |
| Easy to manage with set structure | Working software isn’t created until later in the lifecycle |
| Simple and easy to understand | High risk of things going wrong |

**Pros and cons Waterfall lifecycle**

|  |  |
| --- | --- |
| Simple to understand | Not good model for complex and object orientated projects |
| Clear define stages | Poor for long and ongoing projects |
| Easy to arrange tasks | Not suitable for sudden change in projects |
| Process, results well documented | High amounts of risk and uncertainty |

In conclusion, after going through the pros and cons of each system we decided to go through with the Agile approach for the flexibility and as we are inexperienced, it leaves us with more options to handle errors that occur suddenly during the project.