

Advantages of Agile Project Management

- You can deploy software quicker, so your customer can get value sooner rather than later
- You can better adapt to change and respond faster
- You can detect and fix issues and defects faster
- There's a big community of Agile practitioners with whom you can share knowledge
- You can get immediate feedback (which also improves team morale)
- Developers can improve their skills based on QA feedback
- You can experiment and test ideas.

Disadvantages of Agile Project Management

- Documentation tends to get sidetracked, which makes it harder for new members to get up to speed.
- It's more difficult to measure progress than it is in Waterfall because progress happens across several cycles.
- Agile demands more time and energy from everyone because developers and customers must constantly interact with each other.
- When developers run out of work, they can't work on a different project since they'll be needed soon.
- Projects can become ever-lasting because there's no clear end.

Agile works best when:

- You can't estimate the time you'll need and don't know the full scope of requirements
- You have unlimited access to your customer who's ready for extensive involvement
- You can afford to iterate and don't need to deliver fully functional software at once.
- Clients don't have a fixed budget/schedule

Agile not to use when:

- If you don't have access to customers, can't iterate, or if you have a complex organizational structure, it's very difficult to adhere to Agile principles.
- There is no point trying to use Agile if your employees are not familiar with it, as they will not be able to utilize it properly
- Whereas Agile projects focus on the continuously developing needs of the customer, if your project has static goals or objectives, you will be better off without using Agile.

AGILE

A red umbrella is centered in the image. The word 'AGILE' is written in a bold, black, sans-serif font above the canopy. Below the canopy, the names of several agile frameworks are listed in a similar font. On the left side, from top to bottom, are 'SCRUM', 'KANBAN', 'LEAN', and 'DYNAMIC SOFTWARE DEVELOPMENT METHOD (DSDM)'. On the right side, from top to bottom, are 'EXTREME PROGRAMMING (XP)', 'ADAPTIVE SOFTWARE DEVELOPMENT (ASD)', and 'FEATURE DRIVEN DEVELOPMENT (FDD)'. The umbrella has a silver-colored shaft and a red handle.

SCRUM

KANBAN

LEAN

DYNAMIC SOFTWARE DEVELOPMENT
METHOD (DSDM)

EXTREME PROGRAMMING (XP)

ADAPTIVE SOFTWARE
DEVELOPMENT (ASD)

FEATURE DRIVEN DEVELOPMENT (FDD)

SCRUM PROCESS

