References:

Agile Manifesto

* Individuals and interactions – over processes and tools
* Working software – over comprehensive documentation
* Customer collaboration – over contract negotiation
* Responding to change – over following a plan

(Keith, 2010)

Sprints: we will develop the product over a series of weekly sprints (Keith, 2010, p. 42). The product catalogue was priorities using MoSCoW and the sequence of dependencies between screens established to feed into project planning (Hughes & Cotterell, 2002, p. 125)

Once the requirements had been gathered and catalogued into a backlog of user stories (Keith, 2010, pp. 87-88) we could being sprint planning (Keith, 2010, p. 61)

Trello was used as our scrum task board (Keith, 2010, p. 72), this was updated with tasks for each sprint.

Agile testing is not a phase, testing and QA takes place throughout the lifecycle (Hughes & Cotterell, 2002, pp. 260-261)(Keith, 2010, p. 251)

QA is part of every role.

Identify stakeholders (Hughes & Cotterell, 2002, p. 13)

Requirements specification (Hughes & Cotterell, 2002, p. 14) (Keith, 2010, pp. 94, 103)

Cost benefit analysis (Hughes & Cotterell, 2002, pp. 53-60)

Choosing Technologies (Hughes & Cotterell, 2002, pp. 70-73)

# Bibliography

Hughes, B., & Cotterell, M. (2002). *Software project management .* Maidenhead: McGraw Hill.

Keith, C. (2010). *Agile game development with Scrum.* London: Addison-Wesley.