What are the most common communication issues for remote teams using Agile/Scrum in game development? And how can these issues be avoided?

COMP150 - Agile Essay Proposal

1507516

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Agile methods requires constant effective communication in order to work well, as there are a wide range of communication options such as; video conferencing, telephone and remote desktop. This paper will address which method of communication will be most apropriate for game developers and the problems that occur with using such methods.

1 Introduction

2 Main Body

3 Conclusion

References