What communication difficulties does a distributed development team face using Agile, furthermore what methods are there to improve this?

COMP150 - Agile Essay

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Agile methods requires constant effective communication of the development team in order to work effectively, there are a wide range of communication methods that are available, such as; video conferencing, telephone and chat rooms. This paper will address which method of communication will be most appropriate for game developers and the problems that occur with using such methods.

1 Introduction

This paper reviews the adoption of the Agile/scrum development method, and the problems it encounters when it is being used with distributed teams.

Agile is a set of principles, which allows for change and constant iteration of software in development. One of the principles of scrum, which is an agile development method, is that it should have daily communication between the team members[3], in the form of a daily stand up meeting where each member tells the scrum master what is they will work on that day, and what they are having trouble with. However as this is not possible with distributed teams, what are the best alternatives to overcome the common communication issues.

This method of working has become very popular with game developers, so this paper aims to address how communication between teams that are working in different locations. Face to face communication is suggested to be the most effective form of communication [cite]

2 Main Body

2.1 Communication Issues

2.2 Possible improvements for distributed teams

3 Conclusion

References: [1] [2] [3] [4] [5] [6] [7] [8]

References

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