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Researching:

What are the defining characteristics of the development method you are researching?

The Agile method’s claim to fame is the idea that you and everyone you are working with must be in touch and act upon things very quickly, as well as responding quickly to change. It is also important to work with all customer feedback given.

What are the stages of that method?

The 4 core values of the method are

“Individuals and interactions over processes and tools”

“Working software over comprehensive documentation”

“Customer collaboration over contract negotiation”

“Responding to change over following a plan”

What does communication with investors look like in this method?

Communication with investors seems to be quite positive, as the goal is to be transparent to customers, the team, etc. Having this kind of system helps make sure people are satisfied with the work.

How flexible is this method to changes in plans?

This method is very flexible, as it is designed to work around any sort of changes that may come up during the project. As long as the communication stays consistent between the team, then everything should come out fine even if something goes wrong.

Do you think this method is good for game development? Why?

I believe this method is great for game development. Having a dependable team that allows for changes to be worked around would help a lot in the realm of progress. Having good communication is something I believe to be very important in basically every situation where you work in a team so I agree with the Agile Method heavily.