5. Methodology – SCRUM

The methodology to be used in this project will be the SCRUM methodology. Scrum addresses the complexity in work by making it easier to understand and transparent, allowing teams to inspect and adapt depending on the current conditions instead of predicted scenarios. The agile Scrum methodology follows this concept by providing a development team with a project management system relying on incremental development for better work output, productive team members, and ultimate success. It follows the same agile methodology principles, addressing the common pitfalls of the traditional waterfall development process, which resulted in canceled projects and below-average products.

Before a sprint starts, we will undergo 'sprint planning' to discuss the product backlog items we need to prioritize and place in the sprint backlog. Each phase, iteration, and sprint will last 2 weeks, where the sprint aims to build essential features first, coming out with a potentially 'releasable' or 'usable' product.

At the end of the sprint, these deliverable products should be ready for the customer's use, and the Scrum approach encourages us to review each sprint through a sprint review or sprint retrospective. We will also make use of user acceptance testing, where every task will go through a “show me”, “code review”, “merge” and “QA” sequence.

This approach has been chosen instead of the waterfall methodology because of the environment and requirements that can easily change, and we do not want the project to fail because of something that happened at the start of the project.