**8.4 Exercises**

**2. Q: For the small mobile game project you envisioned in the previous question, what would likely change in the software development phases if you chose waterfall vs. agile vs. SCRUM vs. Extreme Programming software strategies? Justify your answers.**

**A:** If I chose the waterfall strategy, the software development phases would receive the addition of requirements immediately after the pitch. If I chose the agile strategy, my project timeline would probably be far more detailed with every little task that needs to be carried out throughout the design and development of the entire project. Additionally, changes would be far more rapid as the project progresses. It is possible that the development time for the project would also be shorter, which would lead to greater revenue for the company. If I chose the SCRUM strategy, it is likely that there would be no real changes since one of the downfalls involves poor time estimation. However, there would be good team tracking speed. Lastly, if I chose Extreme Programming, some elements of my timeline may be removed if they are not necessary for the implementation of the game. There may also be more scheduled sessions for “Change” to modify the project based on feedback from customers or the rest of the team.