There are differences in software process models for different size entities. There are Very Small Entities (VSEs) which are defined as “an enterprise, organization, department or project having up to 25 people” (Laporte et al, 2008). The is also a micro size enterprise which is up to 9 people and there are Small, Medium, and Large Enterprises which are defined as <50, <250, and 250 + respectively. “Lifecycle profiles for Very Small Entities” are aimed at meeting the specific needs of VSEs (O’Connor and Laporte, 2011a). With our start-up of two people with essentially no start capital and our main assets of our time, skills, and knowledge, our priority is getting an income stream. Our choice to get an income stream started quickly is to develop a mobile app game to get to market quickly. Our game will add levels and difficulty increases in frequent updates to keep users interested. Some of the expansions of our game will have a small fee. This development plan leads naturally to our software process model being incremental.

With our choice of an incremental software process model there is now another choice of either a plan driven model or an agile model. As we are wanting to get a version of our game quickly to market and our available manpower is very limited, a small amount of concise documental makes the most sense. This fits with the Agile process model. “The Agile models were defined to value individuals and interactions over processes and tools, working software over comprehensive documentation, customer collaboration over contract negotiation, and responding to change over following a plan” (Abrahamson, et al. 2002). This fits with our priority of getting a working game out to market quickly. Also with our first release we should be getting customer feedback and using agile methods will allow us to respond to these in our next increment quickly.