Deliverable 3

Crum Model:

Cons:

1. Timeboxed iterations are prescribed.
2. Team commits to a specific amount of work in iteration.
3. The sprint backlog is owned by a specific team only.

Pros:

1. Scrum requires experienced and high-level persons. Because the lack of experienced persons in scrum process has some risk of what is called scope creep.
2. Again, each team member in the scrum process is required commitment, otherwise it can lead to the slowdown of the process.
3. If the task is defined and planned poorly at the beginning, then it can lead to inaccuracies.

Extreme Programming (Model our team chose):

Cons:

1. The main advantage of Extreme Programming is that this methodology allows software development companies to save costs and time required for project realization. Time savings are available because XP focuses on the timely delivery of final products. Extreme Programming teams save lots of money because they do not use too much documentation. They usually solve problems through discussions inside of the team.
2. Simplicity is one more advantage of Extreme Programming projects. The developers who prefer to use this methodology create extremely simple code that can be improved at any moment.
3. The whole process in XP is visible and accountable. Developers commit what they will accomplish and show progress.

Pros:

1. Some specialists say that Extreme Programming is focused on the code rather than on design. That may be a problem because good design is extremely important for software applications. It helps sell them in the software market. Additionally, in XP projects the defect documentation is not always good. Lack of defect documentation may lead to the occurrence of similar bugs in the future.
2. One more disadvantage of XP is that this methodology does not measure code quality assurance. It may cause defects in the initial code.
3. XP is not the best option if programmers are separated geographically.