Chapter 8 Exercises #2

2. vs. Waterfall – the design of the game would have taken longer as it would’ve required a more extensive approach and execution to a simple design.

vs. Agile – timeframe would have differed and more collaboration would’ve taken place, and the process would’ve been less predictable and would have changed over the time of production.

vs. SCRUM – the progress/process would’ve been measured on a day-to-day basis as opposed to week by week.

vs. Extreme Programming – the process would have allowed for more time for testing and reconfiguring the end result as well as more collaboration between team members.