Agile – SCRUM – Team Thoughts

David:

As the game designer, I like the flexibility that SCRUM provides; allowing us to test and make changes to the design if required. However, it is more of a challenge to plan tasks and that makes project feel more unorganised than the waterfall project. In theory, SCRUM would work better but, actually in practice, I would prefer to use waterfall.

Abel:

Being PM, I personally found using Scrum to be a useful method create projects in the most creative way possible and as a result, I can see why this is popular. The ability to track members progress and to set deadlines for everyone is great. The efficiency is good too, as we can set a small collection of tasks to be done based on the average hours we want to work. Since we haven’t planned the far future, it has much more room for experimentation and adaption in case we want to revise an idea or add one on. unlike waterfall where you need to stick to the plan and you can’t move out of bounds of the plan. That said however, it certainly comes with it’s down sides. For a start, it is very demanding of not just yourself but everyone in the team. If the PM is not up to scratch with leading the team or fully knows how the method works yet, like I was, you can lose control of a project fast. It requires the team to create a game without fully knowing all the features yet. This can go well if the ideas you create are easy to make, but other ideas can take a while and slow production down unless you have experience and knowledge about how long elements take to create. All this plus my other assignments can stress the PM out as the burden is on you to ensure that the team does well for the sake of themselves and the project. I originally rejected the notion that waterfall was better than agile but after experiencing it, I have to say they both have their positive and negative sides. I will need to consider both methods when I decide how I will manage my next project.

Aaron:

Alex:

I was looking forward to following SCRUM because it allows me to make a product that works and continually iterate on it, rather than trying to build everything in one go. It feels like my job was easier than in waterfall due to the many smaller tasks I had to work on. However sometimes I think it benefits to see the entire picture, especially the design, which is something that waterfall does better since I know exactly what I must do and when I have to do it by.