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:

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 have to do and when by.