**Explain the role of Agile in your project work, and contrast and compare this approach with alternatives from computing and other industries.**

Agile Software Development is a set of practices and processes designed to help software developers "create and respond to change in an uncertain and turbulent environment". In places where static and rigid practices are often far from universally applicable, it provides a dynamic framework under which raw development is prioritised over rules that could limit its growth. The difference is much like the one between biological and mechanical systems: like biological systems, Agile development practices are self-correcting and responsive.

In this semester's project, Agile development has been something of an overarching principle. The project itself was conceived as a way to impart on us valuable lessons about Agile, so it makes sense that we have been using these methods as we work on it.

The first and most visible impact that Agile has had on our work is the way we have structured it. By dividing our understanding of our project into a number of individual and specific "stories", which each describe a specific use case in terms of our client's desires, our Agile structure achieves two things. First, it means that every feature our application will eventually provide is qualified by our client, the party we're designing the application for in the first place. Second, this "story" structure segues nicely into the actual assignment of work. By treating each story as an individual feature to build independently of the others, multiple features can be built in parallel, scaling directly with the number of engineers available to work on stories. If any failures or delays should hinder the development of one feature, they will have no impact on any of the others.