**IGDV Development Management: A Critical Evaluation of Project Management Methodologies**

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Abstract (150-250)

In the game development industry, project management is a key factor to ensure a smooth development process. This report will discuss how data can be generated and collected through different project management methodologies (PMM), and how it can affect the success of the project. The results of this report will assist indie and AAA companies in making a more calculated decision on the most optimal management methodology for their project development process.

Keywords

Project management methodologies, Agile, Waterfall, Game development, Project success, Development process, Data, Communication

Introduction (200-400)

With the rate of technological innovation and the increased challenges within the digital creative industry (Parmentier and Mangematin, 2014), PMM has needed to accommodate the new projects of today. PMM is defined as a set of methods, techniques, procedures, and rules used during a projects development process.

PMM is meant to enhance and increase the likelihood of the success of the project during the development phase, however, PMM just provides the structure to guide the project in a certain direction it does not guarantee success. When deciding on the optimal PMM for a project several factors must be considered before starting development.

Key Consideration in choosing methodology

* Organizational strategic goals and core values
* Constraints
* Stakeholders
* Risks
* Complexity
* Project Size
* Cost

Current project management (500-700)

Agile Management (600-900)

Developed for projects that require significant flexibility and speed, typically in the digital creative media. Agile I composed of short delivery cycles “Sprints”. Agile may be best suited for projects requiring less control and real time communication within self-motivated team. Agile is highly interactive, allowing for rapid adjustments throughout a project. Commonly used in software development projects in large parts because it’s easier to identify issues quickly and to make modifications early in the development process, rather than having to wait until testing is complete like waterfall. Agile offers repeatable processes, reduces risk, allows for immediate feedback, provides fast turnaround and reduces complexity

Scrum

Extreme Programming

Feature Driven Development

Waterfall Management (600-900)

Static Phases that require analysis, design, testing, implementation and maintenance must be executed in specific order. Allows for increased control throughout each phase but ca be highly inflexible if a project needs to change after it under way. It is possible but requires documentation to be filled out and accepted by manager to change things. Offer al ot of formal planning that may increase the chance of capturing all the projects requirements up front, reducing the loss of any key information and requirements in the initial stages

V Model

RAD

SSADM

Results and Discussion (200-400)

Conclusion (200-300)