

Agile Development begins with this movement called the Agile Movement. It seeks alternatives through traditional project management. It is supposed to help teams respond to unpredictability incremental, iterative work cadences and empirical feedback. In other words, response to unpredictability with good work flow, and feedback that comes from developing experience. The process for agile development is called "Scrum", which a project management framework that is applicable to any project with a hard deadline. Projects are done in sprints—which tend to be 2 weeks to 4 weeks.

There are many parts to Scrum. One of them includes Daily Scrum which is a meeting that sets the context for each day's work and helps the team stay on track. Teams for Scrum can vary, from 4-5 people to hundreds of people.

In comparison to the standard software development process, Agile Development is to the point while Software Development is a process that seems to drag on longer. The thing that Agile stresses is to produce high quality software fast at a lower price. Traditional is more rigorous in that you need to fully document the client software needs, and there is a lot of testing to ensure program reliability. Agile development is flexible when it comes to working with the client and fixing problems that may occur. I feel as though Agile will produce more, smaller issues in a program that you would need to deal with. Traditional software development wouldn't as often, but it is just more costly.

For myself, I would have no choice but to stick with the traditional means of developing software. I wouldn't be able to produce high quality work at a high rate because I struggle with programming and it takes me awhile to organize code. Agile development should be left to those who can code without minor or no problems whatsoever.