Analysis of Software Development Methodology

Alex:  
I like how waterfall clearly sets out all our tasks and gives us clear deadlines of when things need to be done. All of us can work on our assigned tasks as needed and the fact that we all work separately and only meet once a week doesn’t cause any issues. However, what happens in waterfall is that everything is set in stone once it has been completed. This leaves little room for adjustments once tasks have been finished, not allowing us as much freedom in design after seeing how parts of our game turn out. Delays also cause more problems, as they cut into our time at the end of the project. My time for polishing and testing has been cut short due to the extended development time which is not the most favourable situation. Overall, I feel like Agile will be better for myself and the team, as waterfall applies too many constraints, which often cause problems.

Abel:  
The Waterfall Methodology is an effective way of setting out a project, especially if you know all the elements that your project is going to provide and that you don’t want to change from the initial plan. It allows you to know exactly when any part of the project is done, which is great if you need to show your boss some of the deadlines. It does however leave little room for creativity which limits the potential of the project. For my first time as project manager, I feel this method was effective at meeting my team’s deadlines but was very difficult to use which is why I think this possibly a better method for an experienced project manager who knows the team well.

David:

I feel that waterfall is well structured, giving an idea of how the project will advance. In turn, this allowed for easier management and planning of the tasks. However, I did not like the linear nature of the methodology. This gave way to an inconsistent workflow, where on week would be breezy and the next would be turbulent. My final thoughts are more positive towards waterfall than when I started the project, but I feel the inability to go back to an earlier phase can mean that a project can be doomed by a design that was not properly tested before implementation.

Aaron:

Waterfall is a methodology that I am not fond of based on my experience using it throughout this project. It has its pros, them being a guaranteed product at the end of the cycle and the ability to easily keep to deadlines and its cons, being lacking the fun and creative aspects that you get in agile. This means that we could not change anything that had been designed in the previous stages which made it very difficult to complete some of the tasks that were not planned out as well. I personally prefer being able to scrutinize each section of the project and try to make it better throughout development rather than being stuck with what you’re given. For those reasons waterfall would not be my choice of methodology in games development.