

Hidden Object Mobile game – Findeythingz

Timeline roughly 12 weeks

Team: Cody the coder, Art the artist, Gram the programmer, Mel the music person and Bob the tester.

Changes if we used

Waterfall – possibly a good bit more costly if changes are needed towards the end

Agile – Stakeholder input may make changed necessary

Scrum – more stress, less structure, may take more time than first thought

EP – more time for fixes likely needed, may spend resources on thing that don’t turn out to be needed or worthwhile