

Assignment 7-Software Process Models

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Some advantages that Agile had over Waterfall(prediction) was that the time of which Agile was set to be done, are shorter for the purpose of gathering information on users, and what they believe could be improved. It allows the developers using agile to produce a product that pleases the users and focuses more on the experience rather than worrying about cost. On the other hand, the Waterfall method also has a great method in which it helps produce a product that is within a budget, while also presenting it all out at a dedicated release time. This allows a product to be reviewed by the developer, and it allows less work of gathering people and makes the product set for one and only one purpose.

Some disadvantages that Agile had over Waterfall was that since it has a need to satisfy the users, it makes the concept of repetition more frequent. This is because to satisfy every user, updated versions of the product are needed, making the product never finished, causing an endless cycle. Which for some companies is great, and for some people its tiring and draining. In comparison, one disadvantage that Waterfall has is that it is not going to satisfy every user, because it is dedicated to fulfilling its one goal, according to the Agile Practice Guidelines, it stated “In order to achieve this approach, the team requires detailed plans to know what to deliver and how. These projects succeed when other potential changes are restricted.” It all just comes down to the objective of the goal the team is trying to achieve, whether it is satisfying multiple users, or managing the budget.

I feel that a great example that would best benefit an agile process is creating a game. This is because in a game, the main goal is to create a game that is enjoyable to play as a user. Updating and making it better, because to maintain a successful user base happiness, it will never be over until a company chooses to stop. A great example is League of Legends, where it is a 5v5 multiplayer online battle arena (MOBA) that its objective is to level up and kill your opponents and towers. A great example that would benefit a Waterfall process is creating a brand-new shoe. This is because when creating a shoe, it has a goal in mind, and once the product is out, it cannot be changed, unless the new goal is to improve the previous product, and then it makes the goal a new one.

Work Cited:

Institute, P. (2017). *Agile practice guide*. (1st edition). Project Management Institute.