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| --- | --- | --- | --- | --- | --- | --- |
| Methodologies | XP | ASD | DSDM | Scrum | Crystal | FDD |
| Development Approach | Iterative increments | Iterative | Iterative | Iterative increments | Incremental | Iterative |
| Documentation | Doesn’t emphasize | Doesn’t emphasize | More than XP, less than FDD | Doesn’t emphasize | Doesn’t emphasize | Sufficient amount of time |
| End-User Involvement | Actively involved | Participate in incremental releases | Participate in incremental releases | Product owners represents end-users | Participate in incremental releases | Participate through reports |
| Team Meetings | Informal daily stand up meetings | Face-to-face meetings | Information sharing is through documents | Informal daily stand up meetings | Face-to-face meetings | Information sharing is through documents |
| Size of Projects | Small | Small | Any | Any | Any | Any |
| Sprint Cycle | 1-6 week(s) | 4-5 weeks | \*Parote’s law (80% of solution in 20% of the time) | 2-4 weeks | Fixed time (usually 1 month) | 2 days – 2 weeks |
| Size of Team | 5-12 | Because of adaptability, team structure isn’t clear. | > 5 | 4-9 (7x primary role) | < 8 “crystal clear” | Hospital to bigger teams |
| Date of Invention | 1996 | 1957 (emergence: 1970s) | 1995 | 1980s – 1990s | 1991 | 1997 |
| Process Management Process | Not specified | Project post mortem | Not specified | Not specified | Reflection workshops methodology tuning | Not specified |
| Project Management Process | The planning game | Adaptive cycle planning | Not specified | Scrum master | Monitoring progresses | Reporting the results |
| Cost Estimation | Yes | No | Yes | Yes | Yes | No |
|  |  |  |  |  |  |  |

References

[Comparison of Agile Methodologies](http://www.exa.unicen.edu.ar/catedras/agilem/comp.pdf)

[Comparison of Key Methodologies in AGILE](http://www.quotium.com/performance/comparison-of-key-methodologies-in-agile/)

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