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| A picture of a winding road and trees  Development Life Cycles  Assigment 1 | Abstract  In the article I will focuses on the benefits and drawbacks of two agile methods (SCRUM , and not decide yet) in game development , after that we will compare two agile methods.  kitman yiu  [Course title] |

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# **Introduction**

It is important that the game industry choose a suitable method for a team , with choosing the wrong method not only lose thousand and billions of money , and also lose a lot time of making nothing , so choosing the right methodology to help the company becomes very important , in this article I will write about the benefits and drawbacks of two agile method which are SCRUM and (do not know yet) , so I will have a little bit of introduction of two methods before I talk about the benefits and drawbacks , at the end I will compare two methods and draw a chart to show the difference.

# **PRINCE2**

## **Introduction**

PRINCE2 ensures that the right information is made available at the right time, so that the right people can make the right decisions. The PRINCE2 Is the most popular method to manage projects in the world. Because it can be used in a wide range of industries around the world.

## **Setup Stage**

In this stage is to ask do we have a viable and worthwhile project.

Directing Project

This process occurs throughout the project and requires the Board to decide whether the project has continued business justification. If it does they will commit the resources necessary for the next page. During this process the board also monitors progress, via reports from the Project Manager and makes decisions about changes, exceptions and risks.

**Init Project**

During this process, the firm foundations for the project are established so that the organization understands the work to be done before committing to a significant spend. It is when the project plan and detailed business case is written, as well as when strategies for managing risks ,changes , quality and communication are developed. At the end of this process, the board has all of the information required to decide whether to proceed with the project.

**Control Stage**

The “controlling stage” process describes the activates that the project Manager must perform, in order to allocate work to teams, monitor progress. Manage issue in risks, report progress to the board and ensure the stage remains within its tolerances. This process is performed throughout each stage following the initiation stage.

**MP (Managing a Stage Boundary)**

Managing product delivery is performed by a team manager during this process the work allocated by this project manager is carried out. It is when all of the specialist products are designed , built and checked to ensure that they conform to their requirements. Managing a stage boundary is performed by the project manager at the end of each stage , except the final stage. During this stage , the project manager prepares the information required by the project board to help them decide whether to continue with the project or not. It is also when the project manager prepares the detailed stage plan for the next stage.

**CP(Closing a Project)**

The end of the project, this process acceptance of the project’s product is obtained from users and operational teams. The products are handed over to users. It is also when the project manager will report on the achievements of the project, and any following actions that will be required after the project is closed. Following this process, the project board authorizes the closure of the project, after which time no more work is done on the project. All members of the project management team are then relived of their project responsibilities.

**Stage**

**Pre Project stage**

This stage is to prepare all the things.

**Init Stage**

Setup a system for us the start our project.

**Stage 2**

Staring the implement the system.

**Stage3**

Same as above

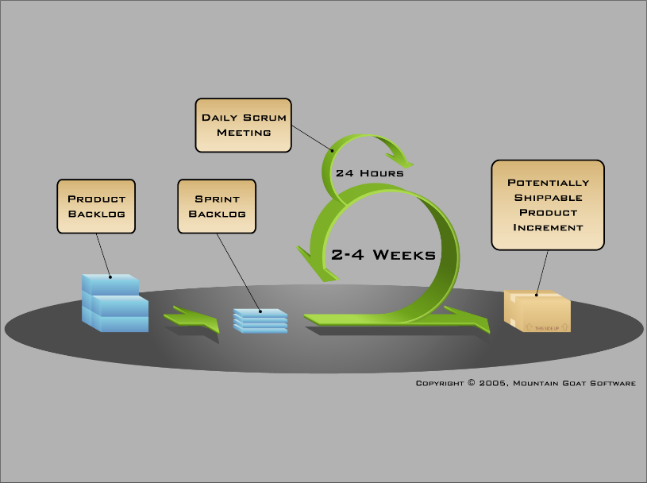
## **Example of using PRINCE2**

A friend of you have pie store the pie are great but does not get enough customers she decided to bring a large range of crummy cakes and ask you to manage the project, PRINCE project has clearly defined outputs of all products in this case the final product will be the range cakes ready for sale on your other friend store the steps all processes in Price help you structure your project you need a clear controlled start middle and end at the start only to check to have a clear idea what’s required and a plan to help you cheated in the middle you need to get work done which helps to breaks it down into stages maybe market research, developing the recipe… at the end to the project only to type a loose ends and make sure your friend and her customers are happy.

https://www.youtube.com/watch?v=Rz4o-kR87ls

# 

# **SCRUM**



## **Introduction**

Same as above the paragraph , I will first talk about the history of Scrum and how does scrum work or in other word what element does scrum have after that I will talk about the advantage and disadvantage of Scrum , and of course at the end give an example that how does scrum work.

## **Content**

**(Wikipedia:Scrum(software development))** Scrum is an iterative and incremental agile software development framework for managing product development.

(See Video:NEW Intro to Agile Scrum in Under 10 Minutes - What is Scrum?) In Scrum there are three few elements: roles, meetings, artifacts, and the different roles are: Product Owner, Team, and [Scrum Master](http://scrummasterchecklist.org/pdf/ScrumMaster_Checklist_12_unbranded.pdf).

## **Elements**

### **Roles**

##### Product Owner

The Product Owner responsibility is to remove any [impediments](http://scrummethodology.com/scrum-impediments/) that obstruct a team’s pursuit of its sprint goals.

##### [Scrum Master](http://scrummasterchecklist.org/pdf/ScrumMaster_Checklist_12_unbranded.pdf)

The Scrum Master has to make sure that the project is on track , any commutate with Product Owner that can tell him what can be done and what not

##### Team

And the last role in SCRUM is the team, the team is responsible for completing work.

### **Artifacts**

The different artifacts of SCRUM are Product Backlog, Sprint Backlog, Burndown chart, Release Backlog

##### Product Backlog

The collection of all these user-stories is called product backlog. The user-stories are kind of feature requests from the customers, executives, or even other team members that have been written from the perspective of the end –user.

##### Release Backlog

The product owner will identify the user-stories they want to put into this release. After he decided what he want to put in the release he will put it into the release backlog.

##### Sprint Backlog

Which take from the release backlog and split it up into several of these, One of the most important things remember about sprints is that the goal each sprint is to get a subset of the release backlog to a ship-ready state ,so at the end of each sprint.

##### Burndown chart

The burndown chart is the number one reason for Scrum’s popularity, because this ensure a project is progressing smoothly by this visibility tool. The burndown chart provides a day-by-day measure of amount of work that remains in a given sprint or release. The burndown chart provides a day-by-day measure of the amount of work that remains in a given sprint or release.

### **Meetings**

The different meetings of SCRUM are Sprint Planning, Daily Scrum, and Retrospective

##### The sprint meeting

Every iteration starts with a sprint planning meeting. The product owner holds a conversation with the team and decides which stories are highest in priority, and which ones they will tackle first. Stories are added to the sprint backlog, and the team then breaks down the stories and turn them into tasks.

##### Daily Scrum

**(wikihow:Run a Daily Scrum)**The daily scrum is also known as the daily standup meeting. This serves to tighten communication and ensure that the entire team is on the same page. Each member goes through what they have done since the last standup, what they plan to work on before the next one, and outline any obstacles.

##### Sprint retrospective meeting

Finally, after a sprint, the scrum master meets with the team for a retrospective meeting. They go over what went well, what did not, and what can be improved in the next sprint. The product owner is also present, and will listen to the team lay out the good and bad aspects of the sprint. This process allows the entire team to focus on its overall performance and identify strategies for improvement. It is crucial as the Scrum Master can observe common impediments and work to resolve them.

## **Example of using SCRUM**

1. We get all the request from the customers, executives, or even team members and write to the user stories

2. After collected all the user stories and put it into product backlog

3. Then the product owner we decide which user stories are going to put into the product

4. The Scrum master sets up meeting, monitors the work being done and facilitates release planning

5. The Team will start building the product building the sprint

6. Redo until finish

# **Benefits and Drawbacks**

## **Introduction**

In this selection I will write about the benefits and drawbacks of two agile methodology from my own perspective and also from the perspective of game industry, after that I will do a conclusion this selection.

## **SCRUM**

From the (SBGames2010) said SCRUM is become popular is because SCRUM can minimal as possible delays and mistakes. Although some people may already have knowledge in software development, there are specific features of game development that can prevent the success of great games. This results on major problems in project management. The use of this methodology is to focus on game development to avoid those problem.

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| **Statement** | **Reason / Explain** | **Website and author** |
| corrections frequently, and collect feedback from clients as quick as possible | Since the each sprint end every two to three weeks , so another which means the testing state will end every two to three weeks which leads to having a faster feedback | http://www.intland.com/blog/agile/the-main-benefits-of-using-scrum/ |
| The Scrum Approach four elements to the Teams including :Cross-discipline, Self-management, Self-organization, True leadership | **Cross-discipline**  Enables teams to deliver features and mechanics that have clear value to customers and stakeholders  **Self-management:**  Because enables teams to select the amount of work they can commit to every sprint and complete that work through whatever means they find appropriate.  **Self-organization:**  Enables teams to have a degree of authority and responsibility to select their membership  **True leadership**  Provides leadership focused on mentoring and facilitation to free the best performance possible from the team | By **Clinton Keith**  **(Is an independent agile coach and Certified Scrum Trainer who helps game developers and non-game developers alike to adopt Scrum, XP, Kanban, and other agile practices to greatly improve their productivity, workplace, and product quality. Over the course of 25 years)**  http://www.gamasutra.com/view/feature/6040/agile\_game\_development\_with\_scrum\_.php?print=1 |
| Experience  "At the heart of scrum is the interaction of the team. A daily meeting around the task board is interactive, vibrant, collaborative, visual, and tactile. It is a visual way of showing the goal the team is striving toward and the progress they are making. They, each and every member of the team, are peers.  "They own the goal. It's a team effort. They gather around the board to align themselves with each other, to honor others' contribution to the effort, and to course-correct when they are missing the mark. They argue, discuss, share, learn, continually improve, celebrate, boost each other up, and create solutions.  "There is another thing that Scrum does for the team: It creates transparency. Since Scrum depends on collaboration and continual forward progress, problems are addressed by the team as they crop up instead of dealing with them later or covering the problem under a layer of 'spin.'  "A structured, militant environment will never create a team. A team works together toward a shared goal. A group works together toward a goal given to them. Scrum is messy and noisy. It lives, it breathes, it stretches, it morphs, and it expands. Interaction is the heart of the team. The heart of Scrum is the team."  -- Shelly Warmuth, freelance writer and game designer |  | By **Shelly Warmuth, freelance writer and game designer.**  http://www.gamasutra.com/view/feature/6040/agile\_game\_development\_with\_scrum\_.php?print=1 |
| Based on my experience, I would say the key features of Scrum are:   * High visibility of progress. * Regular feedback from customer. * Predictable rhythm. * Measurable productivity (via burndown, velocity, etc.). * Cross-functional, self-organising teams. * Inspect and adapt. * Low bureaucratic overhead (meetings, documentation, etc.). * Emphasis on face-to-face communication.   And these features lead to the *following benefits*:   * Project can respond easily to change. * Problems are identified early. * Customer gets most beneficial work first. * Work done will better meet the customer’s needs. * Improved productivity. * Ability to maintain a predictable schedule for delivery. |  | http://stackoverflow.com/questions/208442/what-are-the-major-benefits-of-scrum-as-a-methodology |

## **PRINCE2**

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| **Statement** | **Reason / Explain** | **Website and author** |
| PRINCE2   * PRINCE2 stands for ‘Projects in a Controlled Environment’. | This describes the most important aspect. Since the PRINCE2 is a structured method for a standard approach of projects by which these projects are run in a controlled environment. This approach will provide the opportunity to control the different processes more and more and maybe even more important to manage all the risks. | If a game company even people are doing one big game but every department have their own project to but up their game. PRINCE2 will us to manage multiable projects. |
| * Single project language | Avoid wasting time to write different types of lauange | The game company just need to write one document so other people do not need to waste time to write more documents |
| * A standard approach to managing projects | PRICE2 has some guideline that we need to | When managing the project you would need to follow the PRINCE2 standard to reach the goal. |
| * Flexible decision moments | It can suit all types of project |  |
| * Regular assessment of progress in relation to the project plan and business case | n/a | The game companies would need to Regular assessment of progress in relation to the project plan and business case |
| * Quick visibility of potential problems | n/a | Find the problem as soon as possible is important to because as more problem as they can fix the more money they can earn |
| * Good communication between the project team and other stakeholders | n/a | It will be easy to commute with other people inside the game company |
| * Mechanisms to handle with deviations to the project plan | n/a | If the project is not on timeline, Prince2 Mechanisms helps us to make to plan go on track, so the customers does not need to wait. Or the company does not need to run out of money. |
| * Improved levels of customer satisfaction | n/a | If we can Improved levels of customer satisfaction , the company can be more powerful or other word is earn more money and make more better games |
| * The use of PRINCE2 is free (with the exception of a good training on PRINCE2 but that is why you are here) | To earn the most money, finding a method they is useful and free is important. | Decrease the cost of the development |
| Standardization This is the biggest benefit.  Everyone on the project is has a common approach to the work.  There are common document sets, filing systems and procedures.  Time is saved in recruitment, training and auditing of projects.  The fog is lifted because everyone is on the same page | To earn the most money, saving time is the key point . The prince2 has common document sets, filing systems and procedures so it can saved in recruitment, training and auditing of projects. | In game company this help us to fight for the same goal, and make sure everyone know what is happen. |
| Road Map PRINCE2 is process based – it is a step by step method from conception to close.  PRINCE2 has been proven over the years so whatever it is, when something happens on your project, there is a point, somewhere, in the methodology to deal with it.  Once you can locate your situation in the method, the interlinked process and your common sense will take you to a successful outcome.  You benefit from economy of effort: there is less need to come up with unique solutions every time | To earn the most money, it is important to provide a step by step method from conception to close, and if something goes wrong it is important to have a solution. | This allow the company to know about what be happing in this project so we can plan for a solution. |
| A Mature Methodology PRINCE2 benefits from over 30 years of development in 1,000s of projects worldwide.  It is tried and trusted.  Updates are made every 2-3 years in the light of best practice and suggestions from an active user community | To earn the most money, since we know customer is always changing, it is important they the method must to updated and also the changes that they make can be tired and trusted before release. | The Methodology is safe, which means it is stable for companies to use it. |
| Business Case driven The Business Case is the life support system for the PRINCE2 project: it must be in place, continually, from start through middle to the end of the project.  If it is taken away the project has no justification, and should be stopped.  PRINCE2 builds in mandatory updates and re-assessment of the Business Case at key points to ensure that the project is delivering something of value to the customer organization | To earn the most money ,they would need to support the project continually from start to end to update the key points to ensure that the project is delivery something of value to the customer organization | If the company know shooting element it the most important things , then they need to continually update information or play test until the player are happy with the shooting function |
| Front Loaded PRINCE2 is front loaded:  a lot of effort is devoted to ensuring that the project is viable and worthwhile before proceeding.  Even when this is established, further effort is dedicated to making sure that the project is properly planned, risks are considered and the customers’ requirements and quality clearly understood.  Failure or cessation at the point of project validation and planning is cheap compared to errors or misunderstandings which come to light in products once they have been built | To earn the most money, it is important to make sure to task is viable and worthwhile before proceeding and even the project is established. | The company would need to ensure that the shooting mechaine can help them to earn a lot of money. And once they stated they would need to make sure that the task is properly planned, risks are considered and the customer’s requirements and quality clear understood. |
| Product Based Planning (PBP) All PRINCE2 plans begin with Product Based Planning.  During PBP clear Product Descriptions are created to specify the composition, quality and checking arrangements for project outputs (products).  Product Descriptions provide a common quality standard for each deliverable and are the basis of management approval (before work begins), production and quality checking.  Product Based Planning allows all members of the Project Team to work together to deliver quality products | To earn the most money , it is important to create a PBP to ensure that is has a clear Descriptions because they are to specify the composition, quality and checking arrangements for products | **The company would need to plan out a product Based Planning. In PBP they would need to provide a common quality standard for each desirable and some basic management.** |
| Controlled Change Change can bring chaos to a project - but it is inevitable.  PRINCE2’s approach to change provides for the capture and analysis of all project issues.  Decision making is made at the appropriate level, and documented clearly | To earn the most money , if something change in the company it’s important to documented clearly that the decision that you make at the appropriate level | **Each time when something has been change they need to document the task that they change properly** |
| Defined Roles and Responsibilities Each member of a PRINCE2 Project Management Team has a written role description specifying their responsibilities.  This is done before the project even begins so that all team members understand their responsibilities | To earn the most money , it is important to let team members know what things are they doing are write down on a piece of paper | **Each person in the company will receive a description of what responsibilities** that he needs to do. |
| Improved Compliance The PRINCE2 Method can be mapped to other quality and compliance standards such as ISO or SOX. PRINCE2 can form part of an organization's overall Quality Management System | To earn the most money, we would need to Improved Compliance it is important that this method can mapped to other quality and compliance standards such as ISO or SOX. | **To check is the project in track on in standard they would can also look at the iso or sox standards.** |

# **Compare**

The difference between Scrum and Prince2 is scrum is good for project that team size is lower than 8 person, SCRUM is aimed more for a specific sector, the IT and software development industry. Which Prince2 can be used in a wide range of industries around the world one key difference between PRINCE2 and Agile calls for short term, incremental achievements independent of an over-arching plan. This means that, while PRINCE2 projects might be more likely to remain focused on the original business goals, agile projects are more responsive to changes in the project environment and customer requirements. Also one good thing that I like is SCRUM is complete transparency of the project so every knows what it happen. When publishing the game PRINCE2 is more better since it covers a wide range of industries for example when you are selling your product the SCRUM does not have instruction ,but PRINCE2 has instruction that tells you what standard you should following and how to it. But when create a game if we use PRINCE2 it will be not as suitable compare to SCRUM because PRINCE2 is covering a huge range of other companies. For example, some document doesn’t need to be make. But prince2 has a standard that you would need to make which leads the company to use more time to write the document instead of creating the project. And some of the definition are hard to understand in PRINCE2 since the definition is so wide. And also compare the SRUCM , PRINCE2 system is hard to understand because same reason as above , PRINCE2 covers all the companies in the world.

# **Conclusion**

In conclude, both method are great, because SCRUM is created for game companies and PRINCE2 it create for all the companies in the world no matter what industries is it. So when the game companies are creating the game, SCRUM is more suitable for game companies to work on because the SCRUM is talking about the working flow and make sure people can reach the aim by choosing a suitable amount of job by themself. Also more research would be done just the solve these specific problems that we have in game industry. However but when publishing a game to the world the prince2 is more suitable for the company because SCRUM does not instruction of how can you publish a game without getting in trouble and since PRINCE2 follows a wide range of standard it will be more suitable for the company.

# **Reference**

## **Content**

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