

We have been using a non-agile iterative model, the “V” model, for the software development process; thus, moving to an agile model would result in both benefits and costs. The agile model is most effective when applied to small or medium projects, and since we are a relatively small company with relatively small development teams and projects, it would suit us well. The agile model is also client-driven; that is, each step of the project and the elements on which we focus are determined by the client. This arrangement would provide us more involvement with our clients and increase the probability of client satisfaction. As our clients’ expectations change, we would be able to adapt more efficiently; that is, the agile model enhances our flexibility. We could also develop operable code earlier in the development process, which we could then show our clients. However, our clients will have to become more involved in the development process for the agile model to work. Furthermore, we would sacrifice a lot of the documentation and design processes. The documentation is the information we provide to new developers so that they can understand the project, and it also reminds all of the current developers what each part of our code should do. Sacrificing documentation means sacrificing maintainability. Documentation goes hand-in-hand with design. When we let the clients decide what should be worked on first, the difficult and complex aspects of the project could potentially be left to last, costing more time and resources. In addition, it is difficult to develop stellar software architecture without knowing the direction of the development process. This drawback could also prove costly.