I think that the Agile scrum approach to app design is very helpful in app design work. I’ve used it in some of my classes, and it’s interesting to see how it can affect how a group works. As the name suggests, Agile is a flexible design approach, able to adapt to issues and gather feedback as work is completed.

In game development there are many areas where Agile is helpful. In games with complicated action, such as The Legend of Zelda: Breath of the Wild, agile would be extremely helpful to nail down what restrictions would feel good for the player to play around, and what restrictions just hamper the fun.

Agile scrum can also be helpful in games such as MMOs. Games that are heavily reliant on player interaction also need player feedback to continue being up-to-date on what players want to interact with. Final Fantasy XIV has regular patches, adding new classes on occasion, but making sure that older classes stay both up-to-date power-wise, and fun-wise. The Summoner class was changed based on player feedback of the class having too many little bits of damage to manage, and evolved into a better representation of what a Summoner should be, due to the agile mindset of adapting to player feedback.

Another use of Agile Scrum is if the game requires regular updates. One example of a game needing regular updates is League of Legends. The game has regular patches every two weeks, with many bug-fixes being included in each one. Major bugfixes, however, are hotfixed, usually within a day or two of them being found. Being able to respond so quickly is a benefit of an agile workflow.