1.1 I can investigate a range of development environments

When developing code in a project there are two common methods to take:

Waterfall method

Agile method

(A sub-category version to Agile called Scrum but it uses the same methods)

When working with the Waterfall method you are making sure each phase of the project is carefully done before moving on with the next and making sure nothing goes wrong for the next phase, especially if it is a new project for the developer that hasn’t been tried before.

Whereas the Agile method is considered a more faster approach to developing a project and less time is spent on each step in a whole and isn’t considered as carefully.

One benefit of Agile method is that the company can get the job done faster, that’s why it is called a Sprint, and please the company’s needs with ease but it might mean that they team works too fast and miss out on important planning. But instead of long planning the team can involve the customer earlier on and see if they are satisfied.

Waterfall method will have more resources, typically to go back to and will have an idea of when the project will be finished from the get go. Waterfall technique takes long in the long run.

Examples of Agile methods can be seen in mobile games, because the demand for some projects to be finished quickly so that the end user can use them might mean that they aren’t working as well as they should be vs when the developer actually spends time testing the project in the review stage. Quality over functionality. It may look good for the user and appealing but there’s no use if the user can’t use it.

Waterfall method example can be a developing spending more time on a big project like a console game that may not look the best but plays like it should and functions more overall, so the user can have a better experience.