

Agile Startups

Comparision of Agile Methodololgy with the business canvas model

SEMESTER WORK

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Abstract

The following work is a comparison of the theories about the business canvas model and the agile methodology.

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Introduction to Agile

This chapter gives an overview over agile software development processes in general.

2.1 Agility

In the traditional software development there are many people working on the requirements of the future software. When this is done, the developers start to work on it. During this phase there is usually no feedback from either the product owner or future users. The developers work more or less on their own which usually results in a disaster. (Quelle: <http://www.galorath.com/wp/software-project-failure-costs-billions-better-estimation-planning-can-help.php>) According to blabla only 32 percent of the IT projects in were successful. This needs to be changed and agile methodologies are trying to do that by trying to produce something valuable instead of over-planning.

2.1.1 The Agile Process

2.2 Scrum

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References