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Agile Methodology – Game Development

A situation in which I would use agile methodology in game development would be if I were developing a game that is intended to be expanded upon (expansion packs, new seasons) and that relies upon continued player engagement. Games like this are usually multiplayer, such as MMOs, MOBAs, team shooters where new content has to be created quickly to draw in new players and keep existing players interested. The developers for Destiny 2, Overwatch, Call of Duty, and League of Legends all use Agile scrum and kanban to plan new features and balance existing ones based off of player feedback.

For example, new League of Legends player characters are released every few months, which requires the creation of new 3D models, illustrations, unique character abilities, and sound effects (Riot Games). Usually a champion goes through several iterations before the design is finalized, and when they are released they can be extremely unbalanced and require immediate changes. Riot Games even has a test version of the game’s client where players can try out new champions and in-game cosmetics in order to get feedback before their official release.

Most free-to-play online multiplayer games serve as a vehicle for players to spend money on cosmetic items, which is another reason why an Agile approach is best. New things for players to buy have to come out as often as possible in order to maximize profits, which happens every two weeks in League of Legends. Agile also allows for developers to identify which choices will result in the most money being made (for example, which champions are popular at the moment, which cosmetic themes are used the most by players).

Sources:

https://www.riotgames.com/en/work-with-us/disciplines/dev-management/dont-go-chasing-waterfall-using-agile-methods-in-creative-development