Agile Software Development

Assignment One
Due: 16/11/2020

The following document contains the instructions for Assignment One for Agile Software Development. This Assignment will be worth 30% of your mark for this module. You are required to produce a written report for the given scenario: *A new company (CGHM) has been formed with the goal of producing a rival to the e-commerce web site Amazon. After hiring a team of talented developers, the company is unsure as to what agile development model to follow. After some deliberation they have narrowed the selection to either the Extreme Programming or Scrum Methodologies.* You are required to produce a report to recommend a methodology to the company (either the Extreme Programming or Scrum Methodology) and to **justify** your recommendation. Your report should be of the order of 1,200 (minimum) to 1,600 (maximum) words (not including references section).

All text taken verbatim from internet sources will be discounted and removed from your article before Marking. All reports will be submitted through our Anti-Plagiarism software, they will get a similarity report and this will be made available to each student. Also please refer to the company name CGHM in your report.

Submission

You will be require to submit your final report through LeanOnline in **PDF Format**.

Student Conduct

You should familiarise yourself with GMIT's code of student conduct and the policy on **plagiarism**. In particular, note two things. First, students are expected to treat other students and staff politely and with courtesy. Second, it is assumed that all work you submit is being presented as your own work, unless referenced otherwise.

Expected standard

Please note that this is a level 8 module. Significant effort is made to ensure that the standard is fair and consistent across third level institutes, both nationally and internationally. The standard we set for modules in computing is informed by Quality and Qualifications Ireland's Award Standard for Computing. Below is a particularly relevant selection of the learning outcomes

contained in that document.

Level 8

The learner will be able to:

- describe the limitations of some current computing theories.
- evaluate information through online research.
- model and design complex computer-based systems in a way that demonstrates comprehension of the trade-off involved in design choices.
- demonstrate mastery of a complex and specialised area of skills and tools;
- manage one's own learning and development, including time management and organisational skills.
- manage a computer-based project throughout all stages of the life-cycle.
- apply quality concepts to products and processes of own work.