Agile development is an iterative process which means each stage will be carried out multiple times and with each iteration the software is able to become even more developed. If a client is not happy with a part of the project, this methodology does give them the chance to change their system requirements at a variety of different stages within the project. We have decided to use this methodology for our project. This methodology is well suited to our project because we are able to meet with our client regularly so they can see each stage of development, test it and decide whether they are happy with it or whether they would like it changed. This gives us as developers the opportunity to be flexible with the project as this is the first project we have made as a team. Although rapid development is also beneficial for teams who communicate with the client regularly, this methodology requires highly skilled designers and developers which we do not currently have due to this being our first project. We also decided not to go with the Rational Unified Process due to its complex stages and requirement for skilled professionals when developing. The Waterfall methodology was a possible methodology for our team to pursue as it is simple for all members to understand in depth with defined start and finish points. Making it easier to write a full plan for the entire length of the project however Waterfall does not have the built-in flexibility of Agile therefore we chose against Waterfall.

Agile development can be further split into different types. We believe that the type of Agile development we are following is the Scrum method. Scrum development is a more detailed version of agile as it involves meeting regularly and working in sprints. A sprint is a specified time period in which a decided amount of work should be completed and ready to review. We can link this to our development as the sprints are each separate stage of the software development life cycle and each stage was reviewed before moving onto the next one.