I have some work experience as in intern in a web development team, and I learnt a very valuable method of applying the scientific method to the management of a software development project there called SCRUM. The SCRUM methodology was based on the rugby game and emphasized teamwork. This management style helps a team to remain highly adaptable when working on a complex project with multiple small steps and ever changing deadlines. It has unique planning steps such as accounting for a backlog should any of the planned steps fall behind on a deadline, and assigning each small function or milestone to a specific team member with a suggested completion time. The SCRUM methodology also includes daily SCRUM meetings, a daily check up on how everyone is doing in reaching the goals and targets they have been assigned, and has a manager or team lead known as a scrum master who is in charge of checking up on everyone, removing obstacles preventing progress and reassigning tasks should someone fall behind or run ahead and have time constraints or free time available. The results of this management style in my opinion were optimal, especially as the team is much more adaptable when hiccups are occurred, unlike the widely used waterfall method that plans everything out in a rigid manner and cannot adapt as easily halfway through a project.

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