

Agile Development Group Consensus

Sasha Kopriva, Nathan Mazur, Stephen Fischer, Joran Beasley

October 26, 2010

Of the five agile methods discussed, our team has chosen to use a combination of Feature Driven Development, Test Driven Development, and minor components of scrum. The reasons for choosing Feature Driven Development are obvious: the main components of FDD include many of the characteristics of gus. Gus is very feature based. Especially after the use case and class design, it would be trivial to separate gus into features and groups of similar features. This would also allow for an easy way to test and compile the working components of gus. Though Test Driven Development is not necessarily an agile method, as FDD is, it can be integrated into the FDD model. TDD is not only a good method for testing and improving code, it is also a model commonly used in industry. Therefore, it would be a very method to learn and use. Our group also decided upon Scrum. However, what would be used may be a contorted version of the Scrum method that, after tailoring it to fit our situation, may no longer even resemble Scrum. We mainly chose Scrum because we need some sort of model for meeting with fellow team members to make sure progress is being made and features are getting done. However, the rigorous model Scrum provides is much too time consuming for our class and nearly impossible to implement because of schedules and time constraints. Therefore, the Scrum model would mainly be a starting point for some sort of meeting and project management system.