**Agile Methodology –**

“Agile Methodology” is way of approach in project management very popular in particularly IT project management. It has a team based, iterative approach emphasizing on rapid delivery of the application. One of the reasons of the agile approach being popular is its flexibility in an SDLC. Iterations are used as way develop and improve the application in agile. The iterations are nothing but list of deliverables which are to be completed in a time frame known as sprints. Each sprint has planned tasks and work is reprioritized in the next sprint if the tasks cannot be completed. Projects using agile methodology usually gives results closer to the customer requirements mainly since the customer involvement and communication in the project is required, the involvement being the feedback in the sprints. This also allows the customers requirements to be changed late in the SDLC.

**Advantages of using Agile -**

* Continuous delivery of valuable software as customer is involved in the project.
* Each sprint is evaluated, and successive sprints increases agility also helps in fixing/solved bugs much early.
* Primary measure of working software is the progress made.
* Changes to the project are welcome even in late development cycle which mitigates certain technological risks in the future.

**Disadvantages of using agile –**

* The team members need to be highly skilled in various areas, they also need to be dedicated to the project.
* A good amount of involvement from customer and commitment is required.
* Certain changes in the project may be more be expensive.

**Why use an agile approach ?**

The project “Digital Hearing Assistant” is divided in certain teams which are assigned special roles. Sequential methodologies such as waterfall, V-model are easy to mange but are used where projects have defined requirements where no changes are expected, also every phase in the project development needs to be completed before starting the next phase. Agile methodology on the other hand are more flexible in structure and are used where requirements are expected to change in any phase. The teams may initiate work on the present(limited) information. The development strategy can also be reiterated using sprints to improve the short-comings of the previous sprints while designing and development running simultaneously the application. The project has to be planned well in agile approach but doesn't need to be detailed unlike the waterfall model.