GAM110 – Development Practice Portfolio

Part 1: Agile Development Research and Analysis

The agile workflow method is comprised of 3 main points, sprint, scum and review and is a technique to manage the workflow and productivity of a team. The sprint is a period of time in which each member of the team sets out to complete one or more tasks that are assigned at the start of the sprint. A sprint can be any length of time up to about 4 weeks, dependant on the difficulty of the tasks that the team have set out to complete. The scrum is when the whole team meet up and discuss how they are doing on the tasks that they have, for example they would talk about how much of their task they have completed, what may be difficult and how they are doing on timings for completing the task on time. A scrum is ideally done every morning before the team starts work for the day, however in reality scrums are done every 2 – 3 days and really help other members of the team to understand how the rest of the team are doing and how they are progressing. The third and final part of the agile workflow is the review which consists of teammates showing what they have done during the sprint to either the rest of the team or to a singular other member. This allows the work that has been done in the sprint to be double checked and made certain that it works to completion. This is an extremely important part of the agile workflow as it allows the team to catch any issues that might have slipped through the original team members work, this allows for a more complete and flawless final product.

How it is used in the game development world.

How I will use it in my project.

200 words team part

Contubuition to the game

Challenges that may be faced