Introduction.

During the course of game development, we need to employ methodologies in order to have better organization for when goals in the development of our game should be met. These methodlogies use a strict series of guidelines, rules and structures based upon which methodlogy a development team has decided to use. One of the most common types of methodlogies within game development is with the use of an agile approach, which allows for the project to be built incremementally over a period of time rather then building the entire project all at once. By using the aglie approach, it allows for the ability to be able to make changes to the game development dynamically, rather then having a dramatic effect on development for a project.

The Aglie methodology however, has difference agile method types that developers use base upon certain scenarios and situations, two of the most common ones are SCRUM and Extreme Programming (XP) which are both based around the Agile methodology, but have different structures, as well as their own positive's and negative's.

Methodlody 1: SCRUM

SCRUM is a aglie methodlogy which is based on the ability to meet goals and complete tasks within what is called a "Sprint" which is typically a timeframe that is 2-4 weeks long. Once all sprint's are complemented, the project or game is ready for the Product Owner.

The first step within a SCRUM lifecycle is a Product Backlog. A Product Backlog is a list of requirements or features that the Product Owner requires to have be implemented within the game being developed. This is first created at the start of the project and is reprioritized at the start of each Sprint cycle. These requirements or features as listed as user stories, and will detail what a user would like to be able to do, as well as the reason behind why they would want to. It is important within a Product Backlog that tasks are provided with high levels of detail, as low levels of detail can cause confusion within the team.

The development team will then break up the Product Backlog and create a Sprint Backlog, in which the team will create tasks based on the Product Backlog and decide on the time that should be allocated to each task. Each team member will select tasks that they will work towards completing. The Sprint Backlog is updated daily with estimations in work remaining from each individual team member. It is also worth noting that any team member can add change or even delete the sprint backlog, depending on the tasks that need to be added, changed or deleted.

After a Sprint has been completed, the game is then played and is judged by the product owner on whether or not it is ready for release. It is important that you have a playable game at the end of each spirit and that all tasks within a sprint have been completed before the deadline date set for that particular sprint. It is also important at the end of a Sprint to review the progression of the sprint and evaluate the performance of the team before then starting the next sprint.

A SCRUM team is consisted of the Product Owner, who communicates what they would like in their game to the development team though the creation of a product backlog. They are responsible for maintaining this product backlog and addressing what features should be prioritized, as well as representing the customers and any shareholders that may have invested in the game. They are also responsible for answering any queries the development team may have about any items within the product backlog. Finally, they are the only team member that can accept or reject a sprints results.

A SCRUM team also consists of a Scrum Master, who is responsible for the organisation and coaching of the development team, as well as making sure the team follows any practices or rules in place in term of development for the game. Finally, they are also responsible for any SCRUM meetings that happen during the games development.

Finally, a SCRUM team consists of a development team, who's responsible for the planning of the sprint backlog, as well as meeting and completing the tasks defined in both the product backlog set by the Product Owner. They are also responsible for the maintenance of the Sprint Backlog.

The main advantages of using the SCRUM methodlogy are that it ensures that the Product Owner and the stakeholders/customers are directly involved in the creation of the game to ensure that the game being developed is the one that they would be satisfied with. SCRUM also allows for a great flexiblity in terms of development of the game due to its aglie nature, as well as being able to easily fix mistakes due to use of the sprint's and demo's with the Product Owner. And finally, SCRUM is a relatively rapid when it comes to the development of demo's and results.

However, SCRUM has a few disadvantages, with the main one being that SCRUM will almost always scope creep, as there is no deadline in the delivery of the final version, which can lead to project managers requesting for more and more features within a game to be developed. It also is very reliant on the team within the project being commited, experienced, and with a small team size. As a failure of commitment, lack of experience or a large team can cause productivity to falter. Finally, it is very stressful on the development team, as sprint goals must be completed within a set sprint and cannot be avoided.

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