Our team has always relied on the waterfall approach for game development.It worked fine for keeping things structured, but we often ran into problems like that time during a game jam when a last-minute design tweak forced us to redo weeks of work because everything was so tightly connected.

Looking back, using Agile from the start could have saved us a lot of headaches.Breaking work into smaller sprints would have let us test gameplay mechanics earlier and adjust before things got too far along.Instead of being stuck with a rigid plan, we could have reprioritized tasks as needed, especially when scope or feedback changed.And tools like daily check-ins and Kanban boards might have helped our collaboration stay more aligned, cutting down on miscommunication.

Using a Kanban system and tracking our progress helped us get 30% more done than usual. But not everyone was on board at first some teammates struggled with the faster pace, which showed me that shifting to Agile isn’t just about processes; it’s a mindset change that takes time.

Now, we’re planning to move to Scrum with two-week sprints and regular demos, using Jira to keep everything organized. It won’t be an overnight switch, but after seeing how waterfall held us back, I’m convinced Agile is a better fit for game dev’s unpredictable nature.