

Agile Development- A great way to stay organized!

What is it? A time-boxed, iterative approach to development.

How do we do it?

1. Make a list of features (These are called “user stories” and usually they come from the customer- what they want to see in your game; usually in our class it comes from Dr. Kirk).
2. Estimate the scope of each “user story” or feature so you know about how long you think each will take.
3. Prioritize your list so the most important things get done first.
4. Start executing- Start at the top of your list and work your way to the bottom. Get feedback as you go!
5. Update your plan as you go- Figure out if you are on track or behind and adjust as needed. Check things off your list as you go!

