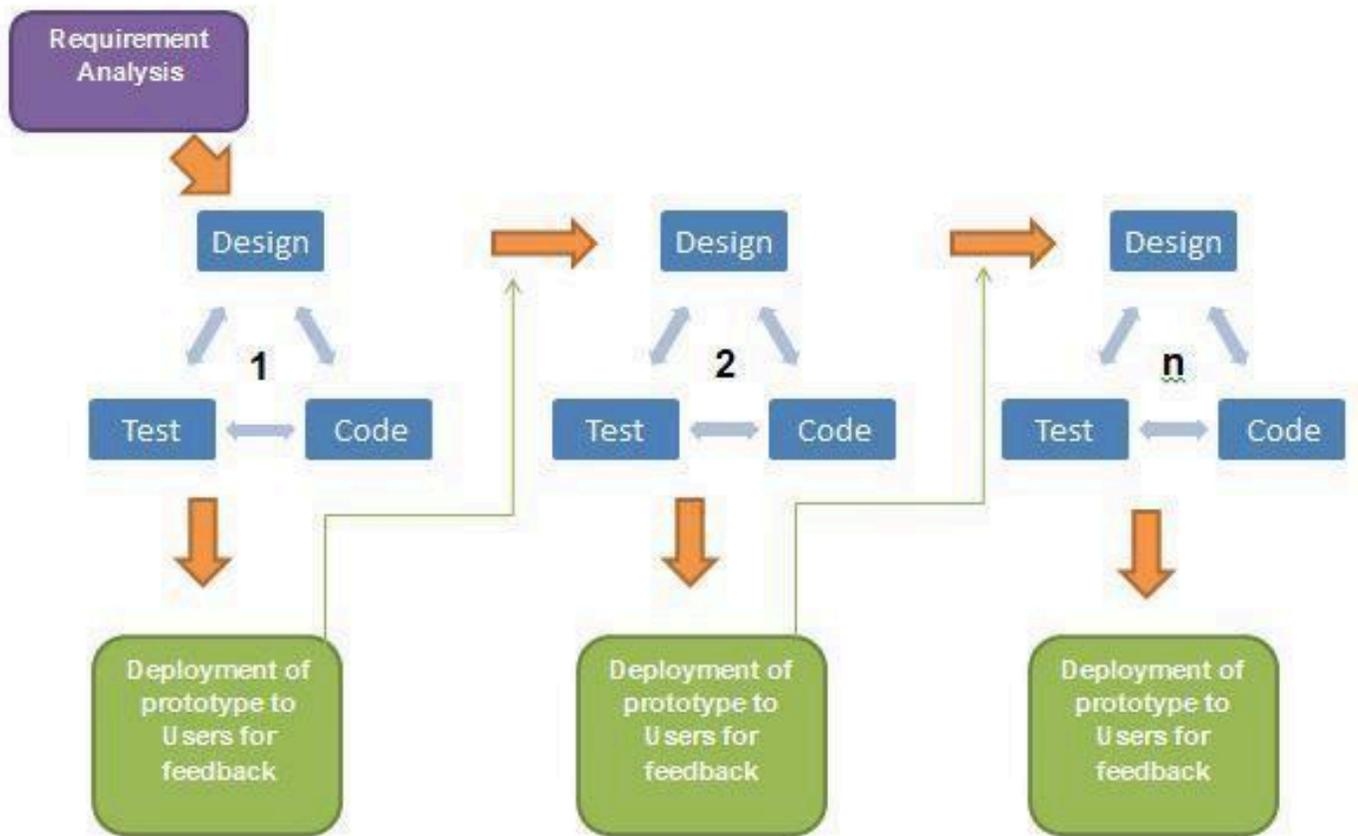




Unit 1 Design Challenge Agile Software Development

Agile is a [project management methodology](#) that uses short development cycles called “sprints” to focus on continuous improvement in the development of a product or service. This is also known as an iterative and incremental approach to project development.



Each design/code/test/feedback iteration of this cycle is called a sprint. The overall requirements analysis is broken into smaller Sprint plans that include:

1. Goal(s) for the sprint
2. Team member assignments to meet those goals
3. Daily team meetings to check progress to ensure that sprint goal will be met.

At the end of the sprint, the project manager will assess the success/failure of the sprint goals. A deployment of the prototype will be held to gather feedback from other users. Then another sprint will be planned, and the process will repeat until the project is ready for active use. In industry, this process will continue even after the first version has been released. User feedback, new features and bug fixes drive the design phases.