PROCESS

Agile/Scrum

WATERFALL

- The old way

- Giant Design Up Front

- Then, Giant Dev

- Few check ins

AGILE TENETS

- Individuals and interactions over processes and tools

- Working software over comprehensive documentation

- Customer collaboration over contract negotiation

- Responding to change over following a plan

MY BIAS

- Mostly focused on launching new products (ideally MVPs)

- Scrum

TEAM

- Producer (Product Manager/Product Owner) (Scrum master)

- Visual Designers (UX Designers)

- iOS Developers

- Backend Developers

- (QA Testers)

TEAM

- Day to day team is small and highly integrated

- Communication is transparent and collaboration is emphasized

- Team members are empowered to influence priority

PROCESS

- High level wireframes up front

- Estimate

- Start building as soon as possible

- 2 week sprints: with design and dev tasks, ending in a working build

- Sprint reviews/plannings: priorities

- Standups- pigs & chickens

RECOMMENDED TOOL

- Pivotal Tracker www.pivotaltracker.com

RECOMMENDED BOOK

- Agile Software Development with Scrum

- http://www.amazon.com/Agile-Software-Development-Scrum-Series/dp/0130676349/ref=sr_1_10?ie=UTF8&qid=1403314856&sr=8-10&keywords=scrum