# Activity sheet 1.16: Choosing a project methodology

*Learning outcome B:*  *Be able to use project planning techniques to plan, design and develop a user interface*

*B1: Project planning techniques*

1. Name the five stages of the waterfall project methodology.
2. Describe what happens during each of the five stages.















1. Explain how the agile project methodology is different from the waterfall methodology.

1. You are part of a team helping to manage projects for clients. For each project below, recommend a suitable type of project methodology. Give reasons for your choices.

## Project 1

Mohammad Singh designs and builds shopping websites for clients. Mohammad has a number of standard designs that customers can adapt if required. He discusses these customisations at the start of each project before working through the project to completion.

Recommended project methodology:

Reason(s):

## Project 2

Creative Data Services designs and builds database systems for professional sports teams. The requirements for these systems can vary from time to time depending on rule changes made by the governing body of each sport. Sometimes this means that requirements can change during a project.

Recommended project methodology:

Reason(s):

## Project 3

Sandra Jenkins designs and builds systems for fruit growers to monitor their crops from the start of each growing season right through to delivery to supermarkets.

Recommended project methodology:

Reason(s):

Take it further

Research at least two high profile projects. For each project, answer the following questions.

* What type of methodology was used?
* Was the project a success or failure?
* What factors helped contribute to this success or failure?