Chapter 6

CONCLUSION AND FUTURE SCOPE

The main motive of software companies is to develop the software that fulfills the needs of a customer. Traditional approaches prove unsuccessful or inadequate to fulfill the uncertain requirements of the user. The limitations of traditional approaches motivate the user to adopt agile methodologies. Agile means dynamic, context specific, aggressively change embracing and growth oriented. It is a user oriented approach to software development which enables the users to respond effectively to change. Though agile is a popular approach for software development but various challenges of agile like quality, cost, time and scope, need of experts, team size, proper documentation, inability to design for future requirements are faced today which needs to be resolved. A set of software development approaches are included in the agile methodologies. Each approach has some pros and cons. Here comparison among various agile methodologies is given based on some parameters. It is concluded that XP is best among all the approaches on the basis of parameters like usability, flexibility, acceptability and suitability but this methodology also has some limitations. So an agile methodology is required which is having the features like independent of project type, select its usage based according to the situation and then develop a plan based on methodology so that maximum return on investment can be attained in minimum time.

Here a methodology is proposed which exhibits the features like small team size, more adaptable to changes, having design phase, proper documentation and supporting code refactoring with code ownership.

The proposed methodology has great applicability in agile software development which can be implemented and the performance can be analyzed based on different parameters in the future work.