Iterative or Goal Driven Project Management
Iterative Development

In each iteration:

• Identify the objectives (goals) of the iteration
• Design a solution to achieve the objectives
• Implement the solution
• Test the implementation

Each iteration is a mini-waterfall process.
Goal Breakdown

Grand Goal

Subgoal 1

Subgoal 2

...  

Subgoal n
Goal Breakdown

Design & build game

?  ?  ...

?
How about this?

Design & build game

Develop concept

? ...

When will this goal be accomplished?
How about this?

Design & build game

Initial Game Spec

? ...

?

Granularity
How about this?

Design & build game

Prototype 1

Prototype 2

... Final Release
Objectives

- Make the goals concrete
- Continue breakdown until short terms goals are identified
- Assign tasks to personnel

For more info on Goal Breakdown see Keller’s documentation