3.0 Methodology

In the previous chapter, discussion is made on literature review related to MobiBike application. This chapter will elaborate more on the research methodology which is adapted to this project. Overview of this methodology is discussed more in section 3.1.
3.1 Agile Methodology

To develop this project, the methodology for this study is based on the general in agile methodology as proposed by Beck and Andres, 2005, for a systematic development of mobile applications. Agile is known based on their principles outlined together among the “The Agile Alliance” team member and the manifesto are:

i. Individuals and interactions over processes and tools
ii. Working software over comprehensive documentation
iii. Customer collaboration over contract negotiation
iv. Responding to change over following a plan


Each of the method serves slightly different from each other but still have the same goal as these methodologies share a lot of common characteristics with the Agile manifesto. When we are about to choose what kind of approach that we are going to use is not depends on how good the approach can be but it closely related to how well we know the methodology, how big the development team is, and how that team is organized.
Agile approach is one of the approaches used just like Waterfall Model. This approach is based on iterative and incremental development with rapid cycles and flexible response to change. This results in small incremental releases and each release is thoroughly tested to ensure software quality is maintained. This type of approach is usually used and become a choice for time critical applications. The methodology consists of five main phases which will be repeated if new features are added as follows:

i. Planning
ii. Requirement Analysis
iii. Designing
iv. Building
v. Testing

Figure 3.1 Agile Model Life Cycles