

## **Agile Game Development with Scrum by Clinton Keith**

### **Book**

Posted by:

Posted on : 2011/6/14 4:43:51

Keith Clinton has written a book that provides both an overall vision of the Agile and Scrum approaches combined with a detailed practice of these principles in the specific context of game software development. It gives therefore also a good introduction to the software practices of the gaming industry.

The book is well written and easy to read, with a lot of practical experience that Clinton Keith retrieved from his own professional career and contributions from other people involved in agile adoption for game development, especially in the &ldquo;Myths and Challenges of Scrum&rdquo; chapter. **Reference:** &ldquo;Agile Game Development with Scrum&rdquo;, Clinton Keith, Addison-Wesley, 340 pages, ISBN 978-0-321-61852-8 [Get more details on this book or buy it on amazon.com](#)

[Get more details on this book or buy it on amazon.co.uk](#)