

Agile Game Development with Scrum by Clinton Keith

Book

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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 “Myths and Challenges of Scrum” chapter. **Reference:** “Agile Game Development with Scrum”, Clinton Keith, Addison-Wesley, 340 pages, ISBN 978-0-321-61852-8 [Get more details on this book or buy it on amazon.com](#)
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