Lifecycle options

**Waterfall**

The waterfall method is not suitable for my project because I’m unlikely to be satisfied with the code written for the algorithm first time round. I may also completely change the algorithm used.

**Iteration**

This is likely to be a potential lifecycle option because once the first draft is developed, I’m going to want to keep iterating over and tweaking the modifiers to get the desired results.

**Incrementation**

This also could be the chosen lifecycle option because this is essentially an iterative lifecycle but focusing more on producing more content each iteration.