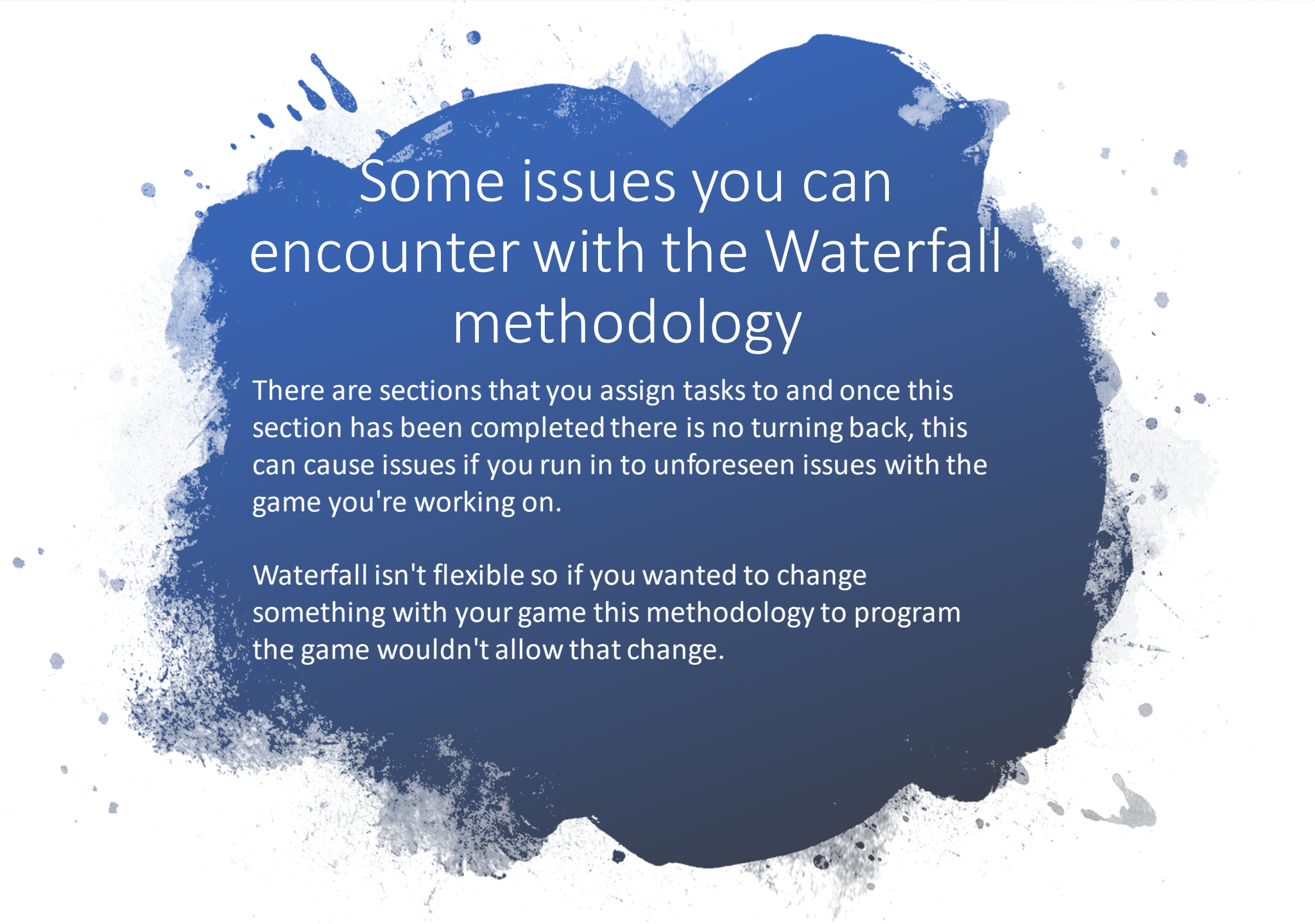What are the drawbacks in using the Waterfall programming method to develop a game?

Callum Addy

Some issues you can encounter with the Waterfall methodology

There are sections that you assign tasks to and once this section has been completed there is no turning back, this can cause issues if you run in to unforeseen issues with the game you're working on.

Waterfall isn't flexible so if you wanted to change something with your game this methodology to program the game wouldn't allow that change.

An example of an issue

You're developing a game and you finished doing the core mechanics, but then you and your team decide that you want to add another mechanic. This would be going backwards to work on the mechanics again and you can only go forward when using the Waterfall methodology hence the name "Waterfall".

Why different methodologies would be more beneficial with game development

Using other methodologies to develop your game like Agile for example would be more beneficial because it's more flexible than Waterfall also you can go back and change things if need be. The fact that you can't go back and change things on Waterfall can be a disaster if you encounter bugs within the game.

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