

Method: Criterion:	1. CRISP-DM	2. Domino Life Cycle	3. TDSP
1. Should be easily accessible to the client	This is good for any members with low experience		
2. Level of volatility/changeability in requirements – should be high as there is low communication with the client and many initial unknowns	CRISP-DM is very flexible since it is mainly an agile method that allows freedom to move back and forth between different phases rather than following a strict linear sequence like other waterfall methods. This greatly aids the iterative process needed in a data science/software engineering project where, for example, moving between business and data understanding phases, where initially, there are many unknowns. So this flexibility allows each iteration and cycle to gain a deeper understanding of the data and problem for the method user.	Also is flexible between each of the 6 stages but another benefit is that unlike the 2 methods, Domino life cycle takes a more comprehensive approach of dedication of the end of its life cycle towards focusing on the operations during the monitoring stage. This method also allows ease for iterating and making changes throughout the process cycle.	TFSP is also an agile method like CRISP-DM where there is high flexibility in moving between stages such as transferring between the data acquisition stage and deployment stage which again greatly aids the iterative process needed to work past unknowns and for the user to gain a deeper understanding of the data and problem after each iteration.
3. Ease of learning the method/availability of documentation and support – should be very easy to learn and documentation should be readily available.			
4. Timescale – fixed relatively short timescale of around 4 months given.			
5. Proficiency/ experience with software and data science methodology – should allow for little to no experience with methodologies and be easy to take up.			