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Researching: Waterfall Development Method

What are the defining characteristics of the development method you are researching?

Waterfall is a linear method.

What are the stages of that method?

Conception, Initiation, Analysis, Design, Construction, Testing, Production/Implementation, and Maintenance.

What does communication with investors look like in this method?

Communication between investors is not frequent.

How flexible is this method to changes in plans?

This method is a little stingy when it comes to changing plans but is still doable just need a little more planning on who works on what and how well they do their work.

Do you think this method is good for game development? Why?

No I do not think this is a good method for game development because there is barely communication between members of the team. The method is not flexible and is not easy to work around when problems arrive. Also the waterfall method is horrible with time consumption.