Time and materials

# Evolutionary

## Strength

Address uncertainty and unknowns

Project can change with the customers’ needs

Less time on documenting and more time on designing

Some functionality can be implemented early on

Suits the agile organization environment

## Weaknesses

Cannot predict deliverables or costs or dates

Can take up a lot of company resources

Like spiral it is not suited to smaller projects

When defining increments, it may require a definition of the complete system ( Defeating the purpose of following the evolutionary SDLC

Due to the need of user feedback throughout the project, features may take a long time to implement resulting in feature creep

## Environment

Requirements(partially) Unknown

## Critical Factors

## Image

