

Pluvali Development Model

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Our team decided to build our prototype based on the Waterfall Model. We chose this model based on the simplicity of both the model and project. By breaking out the parts into distinct phases, there is no ambiguity in what members should be working on. The key disadvantages of the Waterfall Model are that there is no working software until late in the cycle, once an application is in the testing stage, it is difficult to go back and change implemented methods, there can be high amounts of risk and uncertainty, and it isn't a good model for complex and object-oriented projects. To overcome these, most are met by the fact that our project isn't too complex and the rest are fixed by our organized designs. As a team, we thought out each of the aspects of the game, how they would flow individually and between states, to prepare for development through launch.

General Overview of "Waterfall Model"

