NAME:

Researching: Waterfall Method

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

Linear project management approach, where a schedule is defined and the process goes from one stage into the next.

What are the stages of that method?

1. Requirements: What is needed is identified
2. Design: An idea is brainstormed and sketched out
3. Implementation: The Code (or whatever) is created
4. Verification: Client is brought in to look at the project, and see if it is what they wanted, and suggest changes
5. Maintenance: The code is maintained and fixed as bugs are found

What does communication with investors look like in this method?

At the very beginning and at the very end, the investors are called in to check on the project, but nothing really in between

How flexible is this method to changes in plans?

Not very. The waterfall seems to rely on a rigid schedule to get everything done, but for it to survive, it has to be somewhat flexible, so I suspect that every time a problem comes up, they start the process over and redo the steps with what they have as a starting point.

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

I don’t think so. In game development, you can’t finish one thing without making it interact with other things, and following this model, some of those things won’t be complete yet, so it’s harder to make something connect to something that doesn’t exist yet. All of the steps are there, and all of them are required, but I don’t think that the Implementation step of tackling the problems 1 by 1 does any wonders to a game development crew.