**Evolutionary**

Source: https://www.careerride.com/testing-evolutionary-model.aspx

"Experiment on a time and materials basis"

Spiral -> Boehm, Barry Risk Management

**Summary:** Combination of iterative and incremental approach to software development.

'Big bang release' but deliver in an incremental process over time.

It divides development into smaller, incremental waterfall models in which users are

able to get access to the product at the end of each cycle. Feedback provided and acted

upon steering the plan for the next stage.

Financial controllers hate this plan.

Only do one cycle and see how it goes.

**Works well for:**

Projects that have their requirements changed during development because of user feedback and other factors.

Requirements are wholly /partially unknown. (uncertainty/unknowns = risks/ Go or no go decision)

**Advantages:**

Address uncertainty/unknowns 'What happens if...'

'Similar to/same as' are different words.

Customers confidence increases as he constantly gets deliverables from the beginning

of the project to verify and validate his requirements.

Allows for changing requirements as well and all work is broken down into maintainable work chunks.

https://www.tutorialride.com/software-engineering/evolutionary-process-models-in-software-engineering.htm

**Disadvantages:**

Cannot predict deliverables or the cost or the actual dates. (not with accuracy anyway)

Runs the risk of idle time during the user feedback stage if it's not planned properly.

Requires constant customer feedback (customer may not wish to be bothered or they may be unavailable)

