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<u>Waterfall Method vs. Agile Development</u>

The Waterfall Method is a sequential design process that treats analysis, design, coding, and testing as discrete phases in a software project. The eight stages of this model include conception, initiation, analysis, design, construction, testing, implementation, and maintenance. As each of these stages are completed, developers move on to the next step. While this process is sequential, once a step has been completed, developers cannot go back to a previous step without starting the whole project over from the beginning. There is no room for change or error, so a project outcome and an expensive plan must be set in the beginning and followed carefully.

Agile came about as a type of "solution" to the disadvantages of the Waterfall Method. Instead of a sequential design process like the Waterfall Method, the Agile Method follows and incremental approach. Developers start with a simplistic project design, and then begin to work on small segments. The work done on these segments are done in weekly or monthly parts, and at the end of each part, project priorities are evaluated and tests are run on that specific part of the project. These separate parts allow the discovery of bugs, and customer feedback to be incorporated in the design before the next part is run. The Agile Development process, with its lack of initial design and steps, is frequently criticized for its collaborative nature that focuses on principles rather than process.