

In essence, Waterfall design methodologies function by having the programmer gain an understanding of the exact features that a client wants a program to have, and then analyzing how best to go about creating a program which fulfills those features, and proceeding to develop it. The programmer may check in with the client repeatedly during the development process, but this is more of a status report.

In contrast, the Agile methodology has the client not only receiving status reports throughout the development, but actively interacting with the programmer and making their own decisions about which aspects of the program should be developed first, and which can be backlogged. This presumably helps tailor the program to be much closer in-line with exactly what the client wants from it, but may also bog down the project, as the client may chose to prioritize less-critical portions of the program for the programmer to develop.