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Incrementality

* Process in a stepwise fashion
* We achieve our goal through successive approximations of our software
* Desired application is brought out through evolutionary process
* Identify needed functions early on in order to create a prototype that can be used for early user feedback
* Requirements are not fully understood before an application is developed.
* User experimentation allows us to add further requirements.
* We can develop a useful but incomplete system and add more functions later on
* Performance: We can create an application that focuses more on user interactivity and then we can improve efficiency with each sequential release
* Practice of releasing approximation of the end product.
* Not the same as waterfall where a full analysis is needed before development can begin; fast-paced, software is made alongside requirements.
* Might not work if steps not properly documented, must be made in a controlled manner.