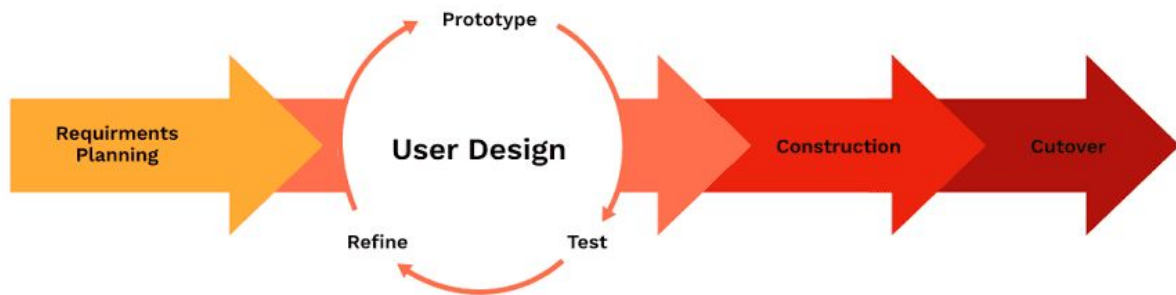# Arena - Live Football Scores

Prototyping Software Development Model

- **Why We Chose This Model?**
  - Objectives defined by the Premier League and the Electronic Arts are general and do not specify details such as input, processing, and/or output requirements.
  - The problem statement is vague and thus the development team must build prototypes to decide on the technological stack.
  - Development is unsure of the efficiency of algorithms, OS, or the form that human machine interaction should take.
  - It can be used as a standalone process model.
  - Feedback from customer/end user will refine requirements and that is how iteration occurs during prototype to satisfy the needs of the customer.