I wanted to design a system that allows a user to .After making an initial prototype of the front end of the project.I then wanted to make change the design so I made another prototype .I realized this was a naive approach and would not be sustainable in the long term so I decided to switch tactics and employ a software development life cycle approach to this project.I chose an iterative and incremental development that would employ a waterfall process.I chose this process because I believed it lined up with interests and I would be able to see clear progress but at the same time not having the inflexibility to change design if I thought of different ways to implement a feature.