GOTM! Waterfall

The waterfall model, especially the simplified model, is a linear life-cycle model. With the waterfall model, the requirements phase is followed by the analysis phase, which is followed by the design phase and finally the implementation phase. When a problem arises, programmers return to the previous phases (in reverse order) until the problem is identified and resolved. This model is very simple to implement and use.

GOTM! was developed using the waterfall method. Because GOTM! was part of a larger project (project graturmach by Guy Wyant) the initial requirements and analysis was completed with him. The requirements and analysis phases included determining the underlying data structures and the interface between each part of the project. The design phase and implementation phases were completed independent of the project graturmach design and implementation.

The waterfall method worked well for this project. Some errors occurred during the implementation that had persisted from the requirements phase. However, once the error was discovered it was possible to back track through the phases and address the issue. Overall, I would say the waterfall method was successful. It allows for the natural progression of software development on this scale.