Introduction

Jan 11, 2010
OUR PROJECT IS SIX MONTHS BEHIND SCHEDULE.

MEANWHILE, OUR TECHNOLOGY HAS BECOME OBSOLETE AND THE USERS’ REQUIREMENTS HAVE CHANGED.

ANY SUGGESTIONS?

LET’S STUBBORNLY PLOD ALONG AND DELIVER THE USELESS PRODUCT THAT WAS ORIGINALLY REQUESTED.

THAT’S THE DUMBEST THING I’VE EVER HEARD!

WE SHOULD RESTART EVERY TIME SOMETHING CHANGES. THAT WAY WE’LL NEVER BE HELD ACCOUNTABLE FOR RESULTS!

YOU LOSERS CAN WORK IT OUT ALONE. I HEARD THERE’S A JOB OPENING ON PROJECT CARIBOU.

NEXT ON THE AGENDA: OUR WEEKLY TEAM-BUILDING EXERCISE.
FIGURE 2.1 The waterfall model.
FIGURE 2.2  The software development process in reality.
FIGURE 2.10 The spiral model.

S. L. Pfleeger and J. M. Atlee, pg 58.