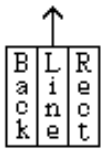
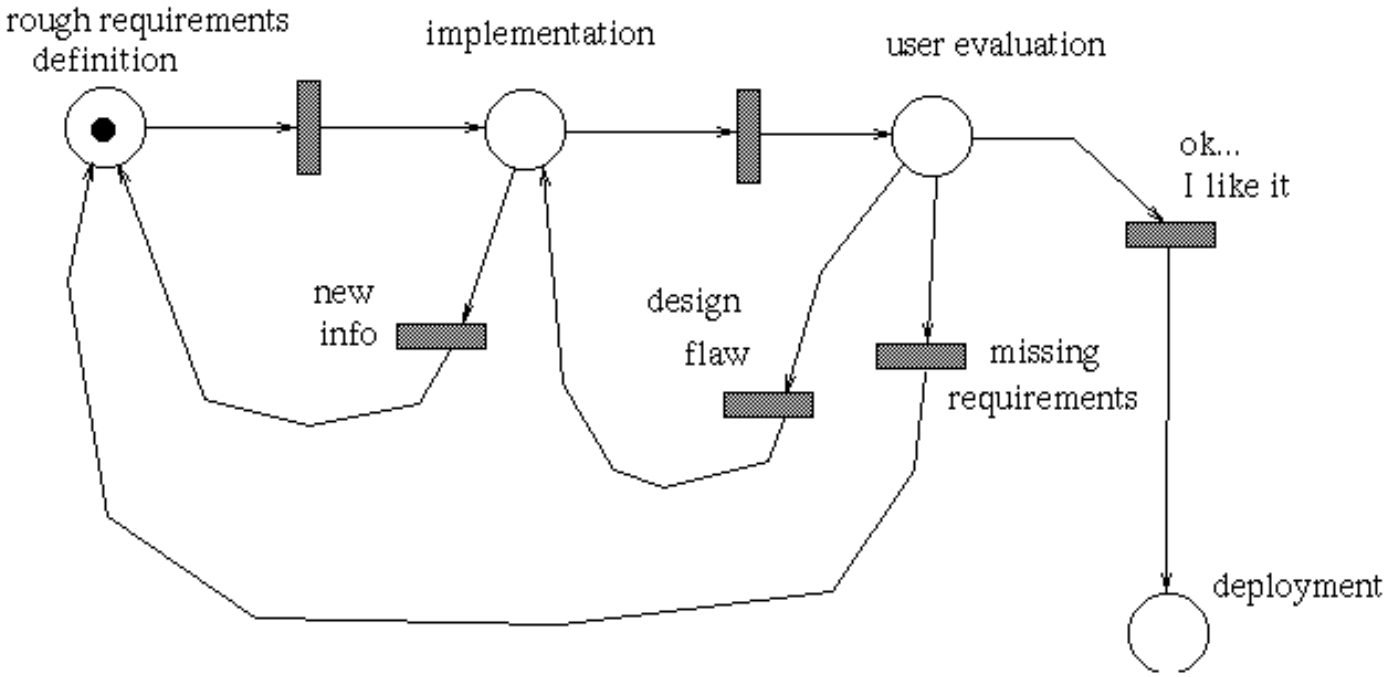
Exploratory programming



This model applies to projects that are first-of-their-kind, or in other situations for which clean, well-defined requirements are hard or impossible to produce.

For example: NASA needs to build a ship that will fly to the moon, land on the moon with humans aboard, and bring them safely home with a load of dust and rocks. Where will NASA look to find the software requirements for this system?



The traditional design phase of the waterfall model is missing in this process. The design is done simultaneously with the implementation.