

## Planning — Tiny Case Study 1

XYZ Corp needs to migrate an existing system to a new environment—which requires new development to recreate some of old system’s functionality in a new environment.

The requirements and specification are essentially the old system. The development team knows how individual pieces should work, and can estimate approximate complexity of each component.

As with every migration, there are a few old features that do not need to be migrated, and new features that need to be added. The development team estimates that 90-percent of the old system will be recreated in the new system.

There are some open questions regarding the exact nature of the new features, but the development team does not expect major surprises.

### Questions:

1. Would waterfall be appropriate for this project?
2. What are the pros?
3. What are the cons?
4. What benefits would an iterative development lifecycle bring to this project?