

**Interaction
leads to
satisfaction**

Why?

Misunderstood requirements can be fixed/ discovered due to increased interaction

- Often (development) misunderstand the requirements in the beginning.
- Finding out the correct requirements would require substantial time if using plan-driven.
- Changes addressed much faster than with plan-driven since the plan is already set in plan-driven dev.
- Reduces the risk for developers to implement unnecessary asdf
- Reduces the risk for developers to implement unnecessary or faulty features due to loss or changes that has occurred to the features when being interpreted of third parties along the way.

Developers obtain domain knowledge

- It's difficult to specify everything, developers will have to make some decision on their own.
- By interacting with customers, developers continuously learn about the customers domain.
- With this domain knowledge developers can make informed decisions on their own.

Customer can follow the progress of the project

- With a cost-plus contract the customer can stop when they're satisfied or run out of money with a working product.
- Customers might find out that they only needed half of what they were visioning in the beginning of the project.