

Req 1	The system shall provide the user with all possible responses to a prompt.																		
Req 2	The system shall provide an option to restart the campaign at any point in time.																		
Req 3	The system shall play music in the background.																		
Req 4	The system shall provide an option to pause.																		
Value	1 > 2 > 4 > 3																		
Cost	3 < 4 < 2 < 1																		
Value																			
	Req 1	Req 2	Req 3	Req 4															
Req 1	1	2	5	3															
Req 2	0.5	1	3	2															
Req 3	0.2	0.33	1	0.33															
Req 4	0.33	0.5	3	1															
	Req 1	Req 2	Req 3	Req 4															
Req 1	0.4926108374	0.5221932115	0.4166666667	0.4739336493															
Req 2	0.2463054187	0.2610966057	0.25	0.3159557662															
Req 3	0.09852216749	0.0861618799	0.08333333333	0.05213270142															
Req 4	0.1625615764	0.1305483029	0.25	0.1579778831															
Cost																			
	Req 1	Req 2	Req 3	Req 4															
Req 1	1	3	7	6															
Req 2	0.33	1	4	3															
Req 3	0.1426	0.25	1	0.5															
Req 4	0.1667	0.33	2	1															
	Req 1	Req 2	Req 3	Req 4															
Req 1	0.6100164704	0.6550218341	0.5	0.5714285714															
Req 2	0.2013054352	0.2183406114	0.2857142857	0.2857142857															
Req 3	0.08698834869	0.05458515284	0.07142857143	0.04761904762															
Req 4	0.1016897456	0.07205240175	0.1428571429	0.09523809524															
Sum/4 Value	Sum/4 Cost																		
0.48	0.58		0.4763510912	0.584116719															
0.27	0.25		0.2683394477	0.2477686545															
0.08	0.07		0.08003752053	0.06515528014															
0.18	0.10		0.1752719406	0.1029593464															
1.00	1.00																		

Value vs. Cost

Requirement	Cost (Percent)	Value (Percent)
Req 1	0.48	0.58
Req 2	0.27	0.25
Req 3	0.08	0.07
Req 4	0.18	0.10