UG teams:

Team 1:

"section describes a complete final set of requirements to be used for

the system

specifications stage of development. From these new set of requirements

we

estimate that we can accommodate a change of up to 10%."

Team 2:

"We can support an 11% creeping rate."

I did not find any mention about the creeping rate in the documentation

of the other 2 teams.

G teams:

Team 1:

"The requirements and specifications can be changed up to 20% with a

variance of +/-5%. This value is not accurate and is based on the

following criterions

â^À¢ The intensity of change on prototype

â^À¢ The Time and Resource required to implement the change in the

provided limited resources

â^À¢ How deviated is the new requirement from the old requirement

â^À¢ The New changes should support validation and traceability factors

â^À¢ The impact of new changes onto other existing modules

An accurate value can be inferred by assigning weight-age to the

requirements by using the matrix method and calculating the threshold

value and determining the impact of change. If the calculated value

exceeds this threshold value then we shall not modify the requirements

or else modify the requirement."

Team 2:

"The DMS which our requirement engineering team developed can

accommodate 28.57% of changes. This is because, we presume that,

modification in 4 Functional Requirements, namely, FR5, FR6, FR10, FR13

can be easily incorporated into the system. There are totally 14

Functional Requirements and thus this gives us 28.57% of change

accommodation into our system."

Team 3:

"The percentage of the change that our project could accommodate (25%)

is calculated systematically and not randomly unlike other teams by

giving weightage to the requirements based on the level of difficulty

of change.

Calculated percentage : Requirement Changes/Total Requirements"

I could not find any mention of a percentage change for the 4th Team.