Design problem of [1] has been considered, yielding three promising concepts as described in [2].

**Assignment:**
Concept Selection. Create a quantitative decision process using a weighted decision matrix with Designer’s Opinion scores (i.e. quantitative analysis may be omitted for this exercise) based on belief maps (but you still can’t exactly pick numbers out of the air) to identify the most promising overall concept for further design development. Submit:
1. Reasoning process for determination of each score of each concept against each Customer Requirement (brief).
2. The Decision Matrix itself, with Importances and calculated Satisfactions.
3. Reasoning process to explain the result in a qualitative way.