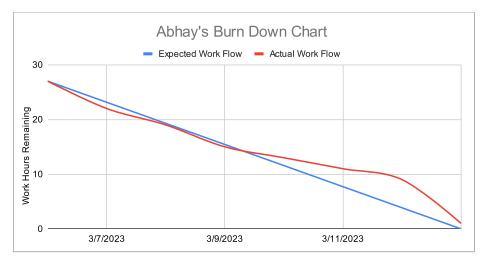
Sprint 6: 3/6/2	2023 - 3/12/2023		
Abhay	Remaining Work	Hours of Productivity	Total Hours Spent
3/6/2023	27	5	6
3/7/2023	22	3	4
3/8/2023	19	4	5
3/9/2023	15	2	2
3/10/2023	13	2	2
3/11/2023	11	2	2
3/12/2023	9	8	10



Anh	Remaining Work	Hours of Productivity	Total Hours Spent
3/6/2023	Day Off	Day Off	Day Off
3/7/2023	14	2	3
3/8/2023	Day Off	Day Off	Day Off
3/9/2023	12	0.5	1
3/10/2023	11.5	2	2
3/11/2023	9.5	2	3
3/12/2023	7.5	3	4

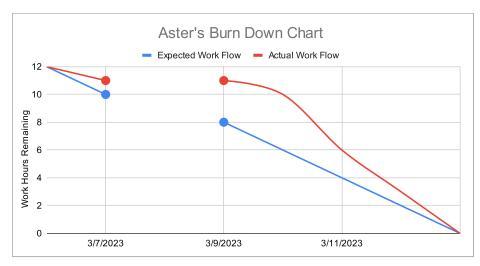


Chart Info			
Abhay	Actual	Expected	
3/6/2023	27	27	
3/7/2023	22	23.14285714	
3/8/2023	19	19.28571429	
3/9/2023	15	15.42857143	
3/10/2023	13	11.57142857	
3/11/2023	11	7.714285714	
3/12/2023	9	3.857142857	
3/13/2023	1	0	

Chart Info			
Anh	Actual	Expected	
3/6/2023	14	14	
3/7/2023	12	11.66666667	
3/8/2023			
3/9/2023	12	9.333333333	
3/10/2023	11.5	7	
3/11/2023	9.5	4.666666667	
3/12/2023	7.5	2.333333333	
3/13/2023	4.5	0	



Aster	Remaining Work	Hours of Productivity	Total Hours Spent
3/6/2023	Day Off	Day Off	Day Off
3/7/2023	12	1	1
3/8/2023	Day Off	Day Off	Day Off
3/9/2023	11	1	2
3/10/2023	10	4	6
3/11/2023	6	3	9
3/12/2023	3	3	12

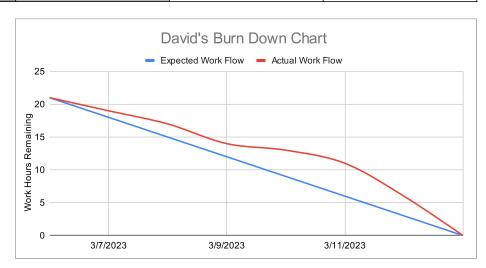


David	Remaining Work	Hours of Productivity	Total Hours Spent
3/6/2023	21	2	4
3/7/2023	19	2	4
3/8/2023	17	3	4
3/9/2023	14	1	2
3/10/2023	13	2	3
3/11/2023	11	5	7

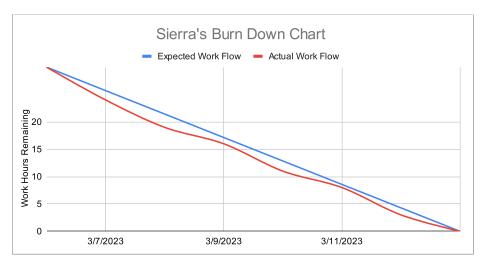
	Chart Info			
Aster	Actual	Expected		
3/6/2023	12	12		
3/7/2023	11	10		
3/8/2023				
3/9/2023	11	8		
3/10/2023	10	6		
3/11/2023	6	4		
3/12/2023	3	2		
3/13/2023	0	0		

Chart Info			
David	David Actual Expected		
3/6/2023	21	21	
3/7/2023	19	18	
3/8/2023	17	15	
3/9/2023	14	12	
3/10/2023	13	9	

3/12/2023	6	6	7



Sierra	Remaining Work	Hours of Productivity	Total Hours Spent
3/6/2023	30	6	6
3/7/2023	24	5	5
3/8/2023	19	3	4
3/9/2023	16	5	6
3/10/2023	11	3	5
3/11/2023	8	5	6
3/12/2023	3	3	4



3/11/2023	11	6
3/12/2023	6	3
3/13/2023	0	0

Chart Info			
Sierra	Actual	Expected	
3/6/2023	30	30	
3/7/2023	24	25.71428571	
3/8/2023	19	21.42857143	
3/9/2023	16	17.14285714	
3/10/2023	11	12.85714286	
3/11/2023	8	8.571428571	
3/12/2023	3	4.285714286	
3/13/2023	0	0	