

Level 0	01 Happy	01 High Energy	02 Low Energy	02 Sad	03 Stressed	04 Confused	AP	Assortment Optimisation (Hardlines and Grocery)
01.1. Define Business Strategy	1		1					
01.3. Merchandising Strategy		1			1			1
01.4. Secure Brand Integrity								
02.1. Plan Merchandising Range	1	1	1		1			
02.2. Pre Season Plan			1		1			
02.3. Build Assortment Plans		2	2	2	1	1		
02.4. Design and Develop Products			1	1				
Total	9	9	16	5	5	6	1	2

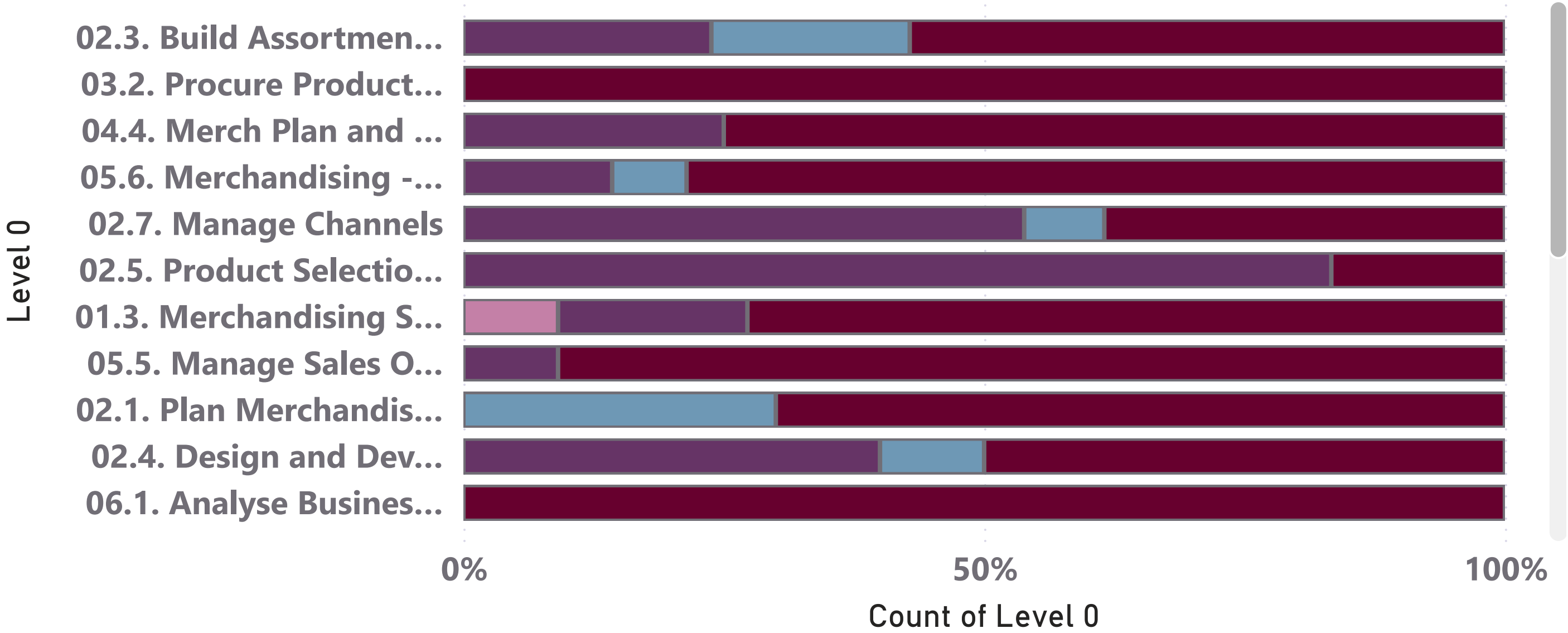
OverlayTypeName

- ☐ Disaster Biological
- ☐ Emotion
- ☐ Energy
- ☐ Issues
- ☐ JDA Module
- ☐ Landmark System
- ☐ Landmark Systemm
- ☐ Opportunity
- ☐ Oracle Cloud SAAS
- ☐ Oracle On Premise Application
- ☐ Teams



Count of RAG by level 0

RAG 1. DR 1. R 2. A 2. R 4. N/A

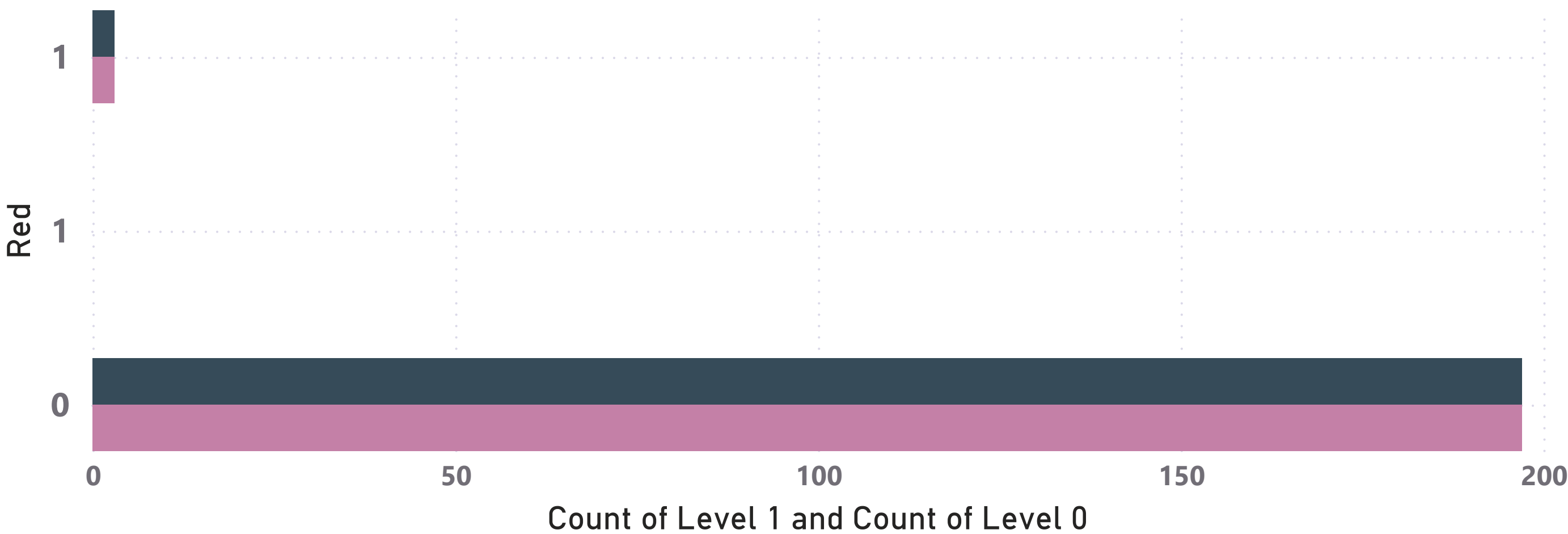


OverlayTypeName

- Disaster Biological
- Emotion
- Energy
- Issues
- JDA Module
- Landmark System
- Landmark Systemm
- Opportunity
- Oracle Cloud SAAS
- Oracle On Premise Application
- Teams

Count of Level 1 and Count of Level 0 by Red

Count of Level 1 Count of Level 0



OverlayTypeValue

- 01 Happy
- 01 High Energy
- 02 Low Energy
- 02 Sad
- 03 Stressed
- 04 Confused
- AP
- Assortment Optimisation (Hardlines and Grocery)
- BI
- Brand Compliance Management Cloud Service
- Buying
- CRM

Level 0

01.1. Define Business Strategy	01.4. Secure Brand Integrity	02.2. Pre Season Plan	02.4. Design and Develop Products	02.6. Design and Develop Raw Materials	03.1. Source Raw Material and Products
01.3. Merchandising Strategy	02.1. Plan Merchandise Range	02.3. Build Assortment Plans	02.5. Product Selection and Order Confirmation	02.7. Manage Channels	03.2. Procure Product and Raw Material

RAG

1. DR	2. A	4. N/A
1. R	2. R	

23

Count of Level 0

200

Count of Level 1

200

Count of Amber

200

Count of OverlayTypeName

200

Count of OverlayType...

200

Count of Red

Count of RAG by Level 0 and RAG

RAG 1. DR 1. R 2. A 2. R 4. N/A

