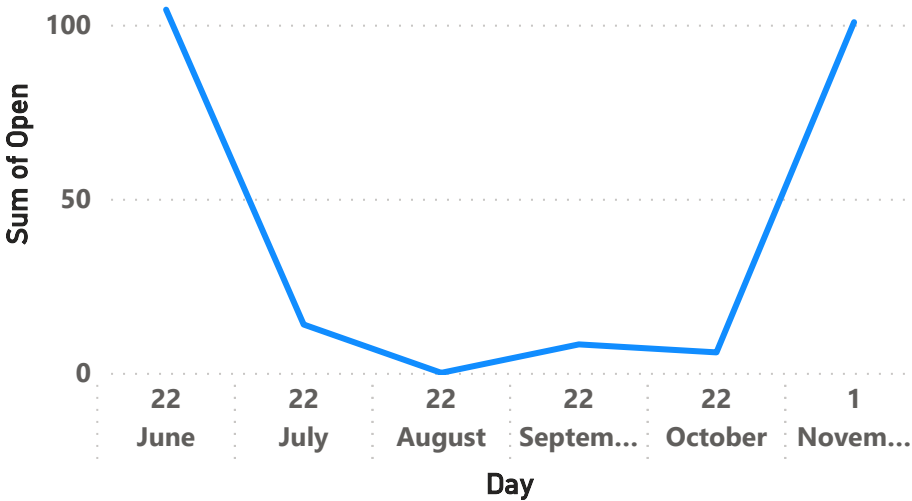


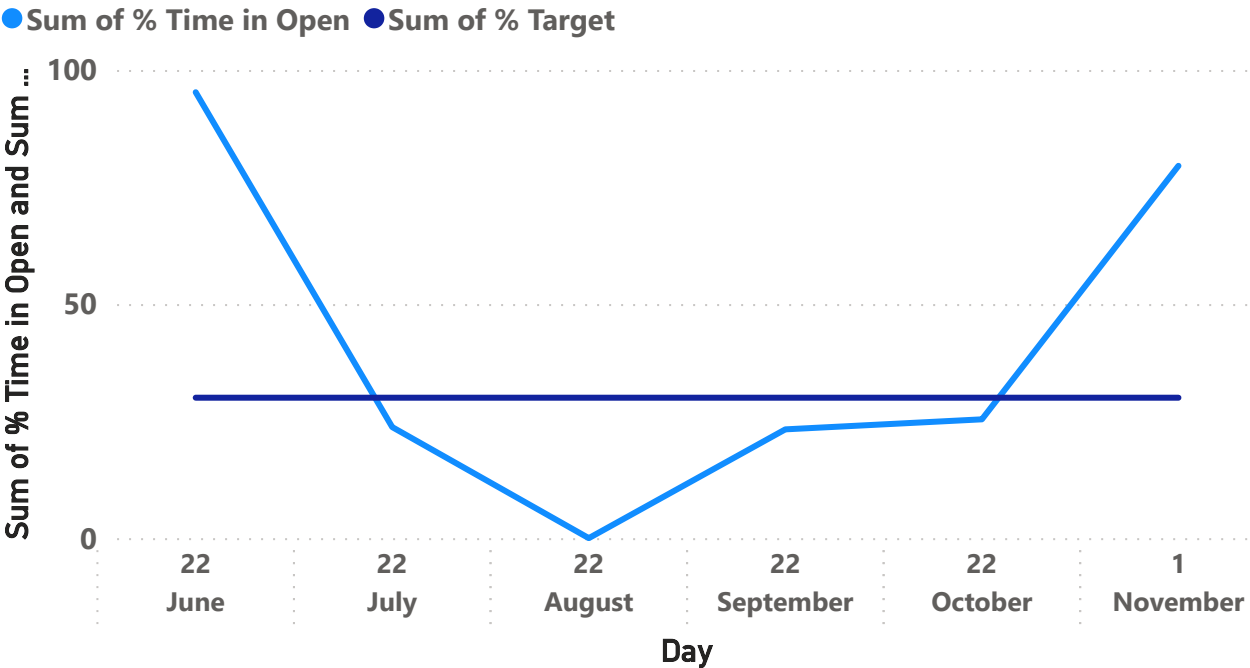
BUG Life Cycle in OPEN State

Period	Approved	Delivered	Development	Investigating	Open	Peer Review	Sprint Test Blocked	Sprint Testing	Test Blocked	Testing	WIP	Total	% Time in Open	% Target
22-Jun-22	0.00	0.00	0.00	5.20	104.31	0.00	0	0.00	0	0.00	0.00	109.51	95.25	30
22-Jul-22	0.00	40.62	0.00	0.00	13.87	0.00	0	0.00	0	0.00	4.00	58.49	23.72	30
22-Aug-22	0.00	0.00	0.00	0.00	0.00	0.00	0	0.00	0	0.00	0.00	0.00	0.00	30
22-Sep-22	0.00	0.00	11.51	0.00	8.17	6.39	0	9.10	0	0.00	0.00	35.17	23.24	30
22-Oct-22	3.14	0.91	5.84	2.37	5.87	2.63	0	2.37	0	0.00	0.00	23.14	25.38	30
01-Nov-22	0.00	0.00	17.00	8.03	100.72	0.11	0	0.79	0	0.00	0.00	126.64	79.53	30

Sum of Open by Month and Day



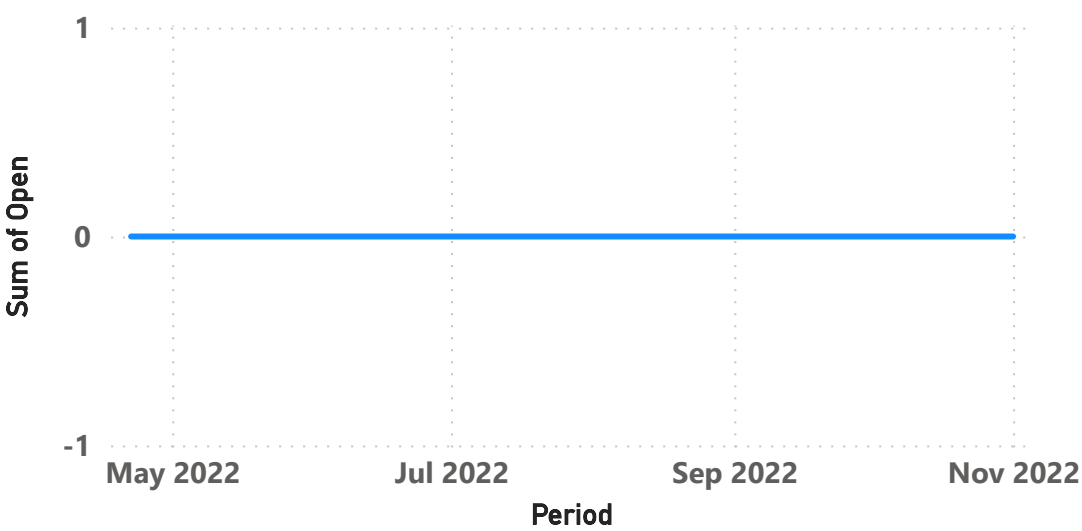
Sum of % Time in Open and Sum of % Target by Month and Day



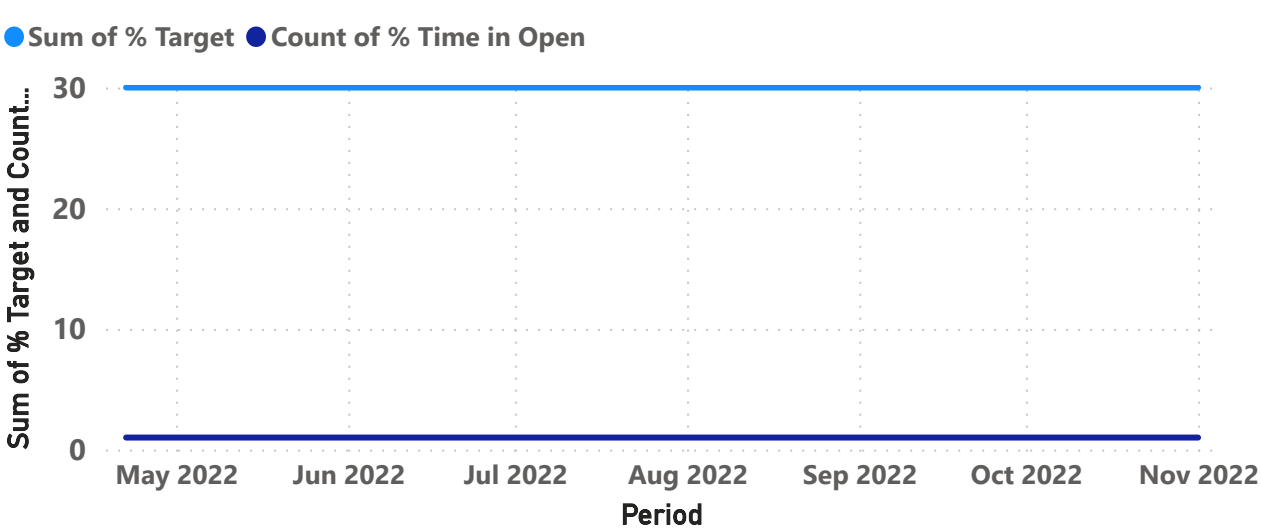
User Story Life Cycle in OPEN State

Period	Approved	Development	Investigating	Open	Peer Review	Resolved	Sprint Test Blocked	Sprint Testing	Test Blocked	Testing	WIP	Total	% Time in Open	% Target
22-Apr-22	0	0	0	0	0	0	0	0	0	0	0	0	0	30
22-May-22	0	0	0	0	0	0	0	0	0	0	0	0	0	30
22-Jun-22	0	0	0	0	0	0	0	0	0	0	0	0	0	30
22-Jul-22	0	0	0	0	0	0	0	0	0	0	0	0	0	30
22-Aug-22	0	0	0	0	0	0	0	0	0	0	0	0	0	30
22-Sep-22	0	0	0	0	0	0	0	0	0	0	0	0	0	30
22-Oct-22	0	0	0	0	0	0	0	0	0	0	0	0	0	30
01-Nov-22	0	0	0	0	0	0	0	0	0	0	0	0	0	30

Sum of Open by Period



Sum of % Target and Count of % Time in Open by Period

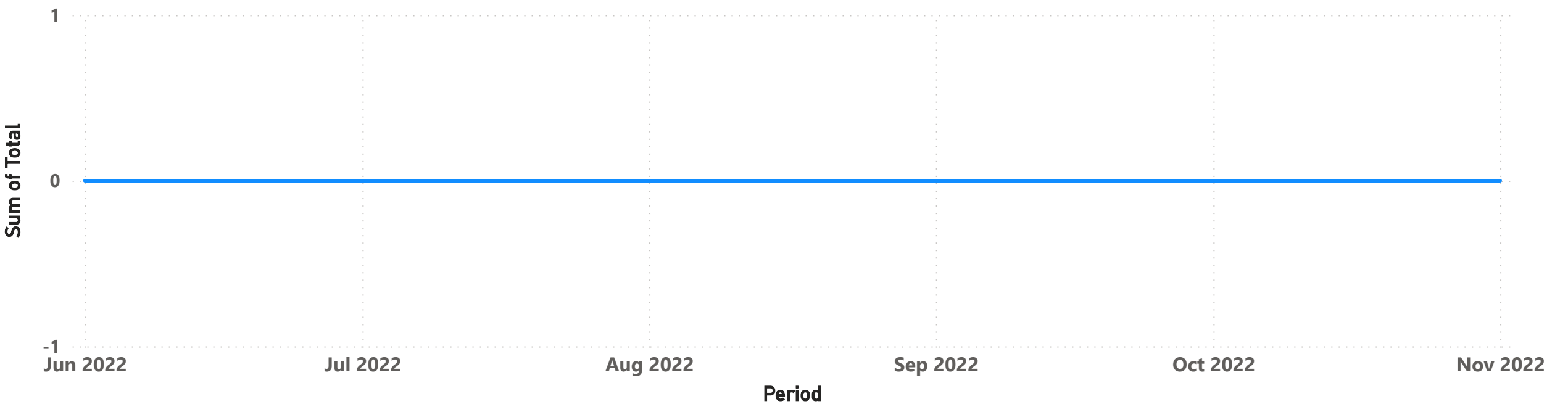


Defect Removal Efficiency (DRE)	0.83216783216783219
▲	
Cumulative number of SEVERE + CRITICAL BUGS Found in Production	24
Total number of SEVERE + CRITICAL bugs found before releasing to production	143
Bug Regression Rate Last 6 months	0.037037037037037035
▲	
Total number of SEVERE + CRITICAL bugs found into the last 6 months	27
Total number of SEVERE + CRITICAL bugs found into the last 6 months where the root cause is equal to Regression	1
Environment Issues percentage (overhead)	0
Total number of SEVERE + CRITICAL bugs found into the last 6 months	27
Total number of SEVERE + CRITICAL bugs found into the last 6 months related to the environment	0

Average time spent in Blocked State

Period	Sprint Test Blocked (Bugs)	Test Blocked (Bugs)	Sprint Test Blocked (User Stories)	Test Blocked (User Stories)	Total
01-Jun-22	0	0	0	0	0
01-Jul-22	0	0	0	0	0
01-Aug-22	0	0	0	0	0
01-Sep-22	0	0	0	0	0
01-Oct-22	0	0	0	0	0
01-Nov-22	0	0	0	0	0

Sum of Total by Period

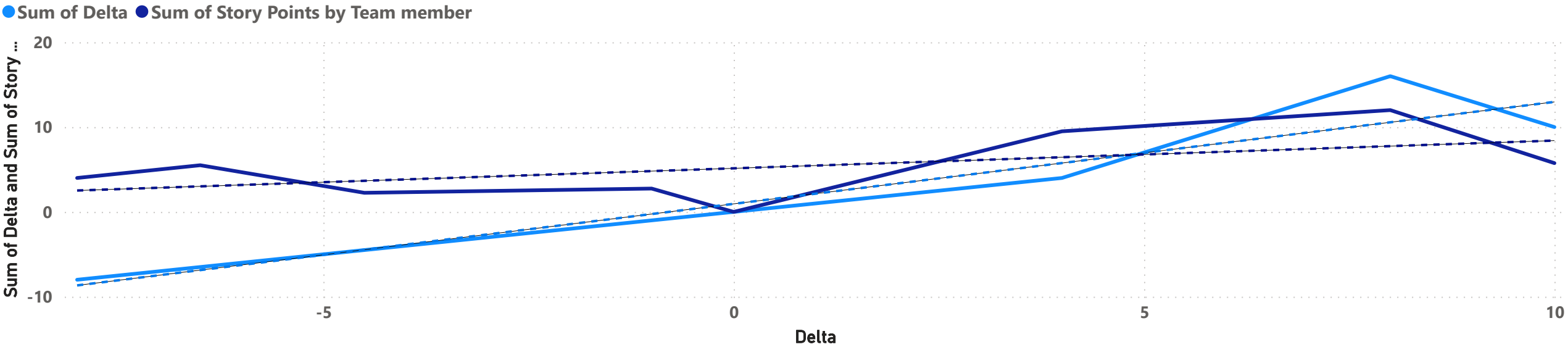


Sprint Story Velocity, normalized by team size

Version	Sprint	# of team members (QAs, Devs and BAs	Planned Story Points	Completed Story Points	Delta	Story Points by Team member	Release Planr
	Navigator Sprint 53	4	0.00	0	0.00	0.00	
	Navigator Sprint 54	4	4.00	12	8.00	3.00	
	Navigator Sprint 55	4	12.00	11	-1.00	2.75	
	Navigator Sprint 56	4	13.00	23	10.00	5.75	
	Navigator Sprint 57	4	34.00	38	4.00	9.50	
	Navigator Sprint 58	4	28.00	36	8.00	9.00	
	Safefleet Navigator Sprint 50	4	28.50	22	-6.50	5.50	
	Safefleet Navigator Sprint 51	4	24.00	16	-8.00	4.00	
	Safefleet Navigator Sprint 52	4	13.50	9	-4.50	2.25	
	Watchmen Sprint 52	4	0.00	0	0.00	0.00	



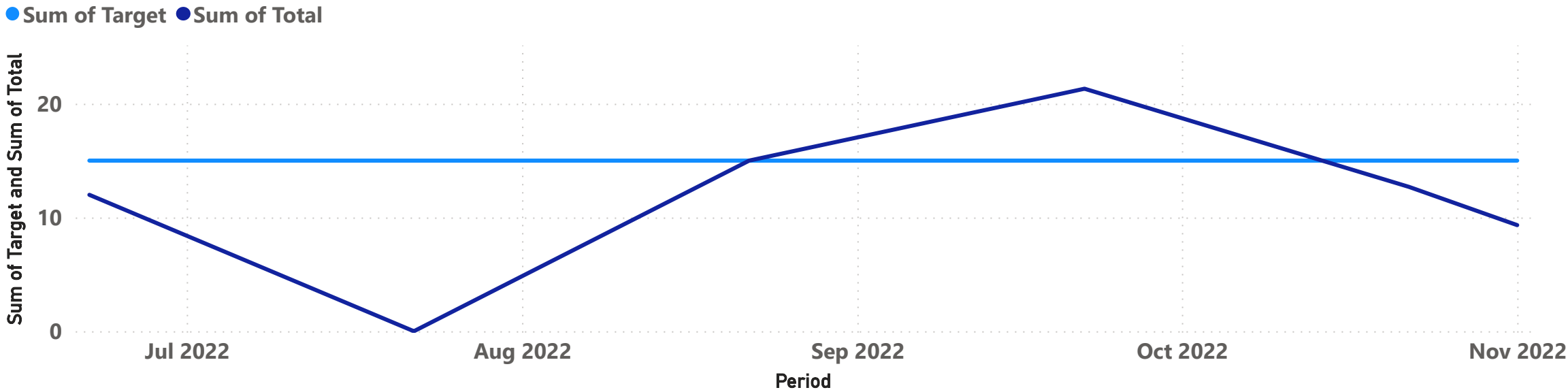
Sum of Delta and Sum of Story Points by Team member by Delta



Average Issue Time in Development

Period	Development	Peer Review	Sprint Testing	Total	Target
22-Jun-22	5.34	0.85	5.80	11.99	15
22-Jul-22	0.00	0.00	0.00	0.00	15
22-Aug-22	2.48	2.83	9.69	15.00	15
22-Sep-22	7.67	7.51	6.14	21.32	15
22-Oct-22	3.65	2.30	6.74	12.69	15
01-Nov-22	8.27	0.55	0.50	9.33	15

Average Issue Time in Development



Unresolved Bug Count filtered by SEVERITY

Period	Unresolved Defects
01-Jun-22	0
01-Jul-22	0
01-Aug-22	7
01-Sep-22	15
01-Oct-22	10
01-Nov-22	8



Unresolved Defects

