

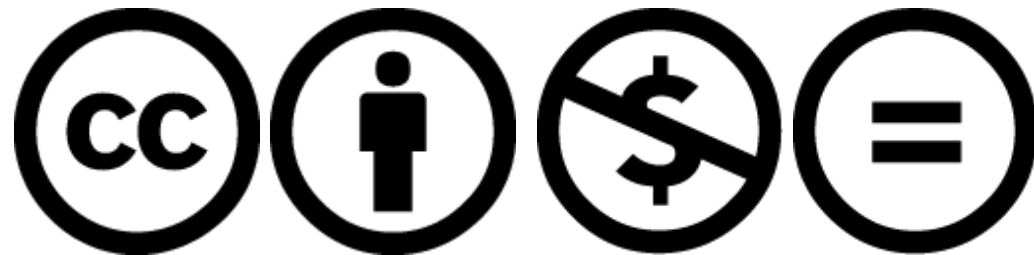
SYSTEM: _____

ADAPTATION BURNDOWN CANVAS

ACTORS

ENTITIES

BASELINE SPRINT 1 SPRINT 2 SPRINT 3 SPRINT 4 SPRINT 5 SPRINT 6 DESIRED



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