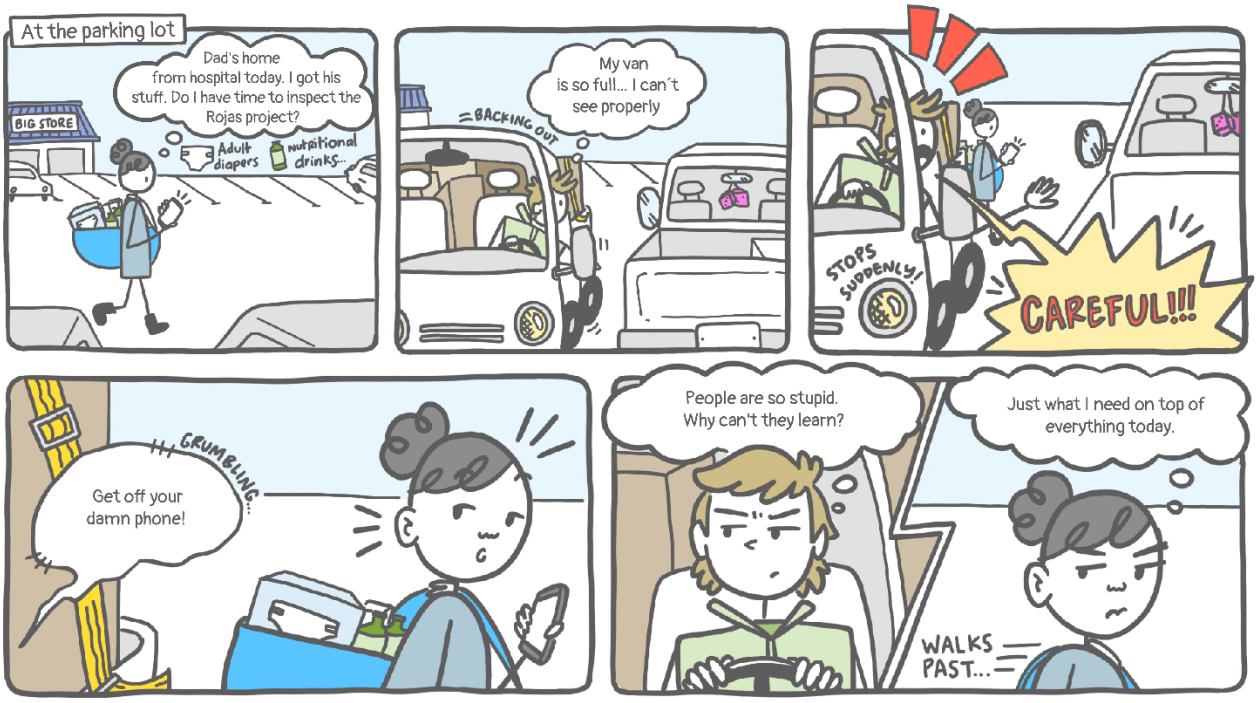
# Before




# After – Goal for the team innovating in Behavior Design

