In the simulation, exception events may be generated

as a a result of life-cycling activities on the

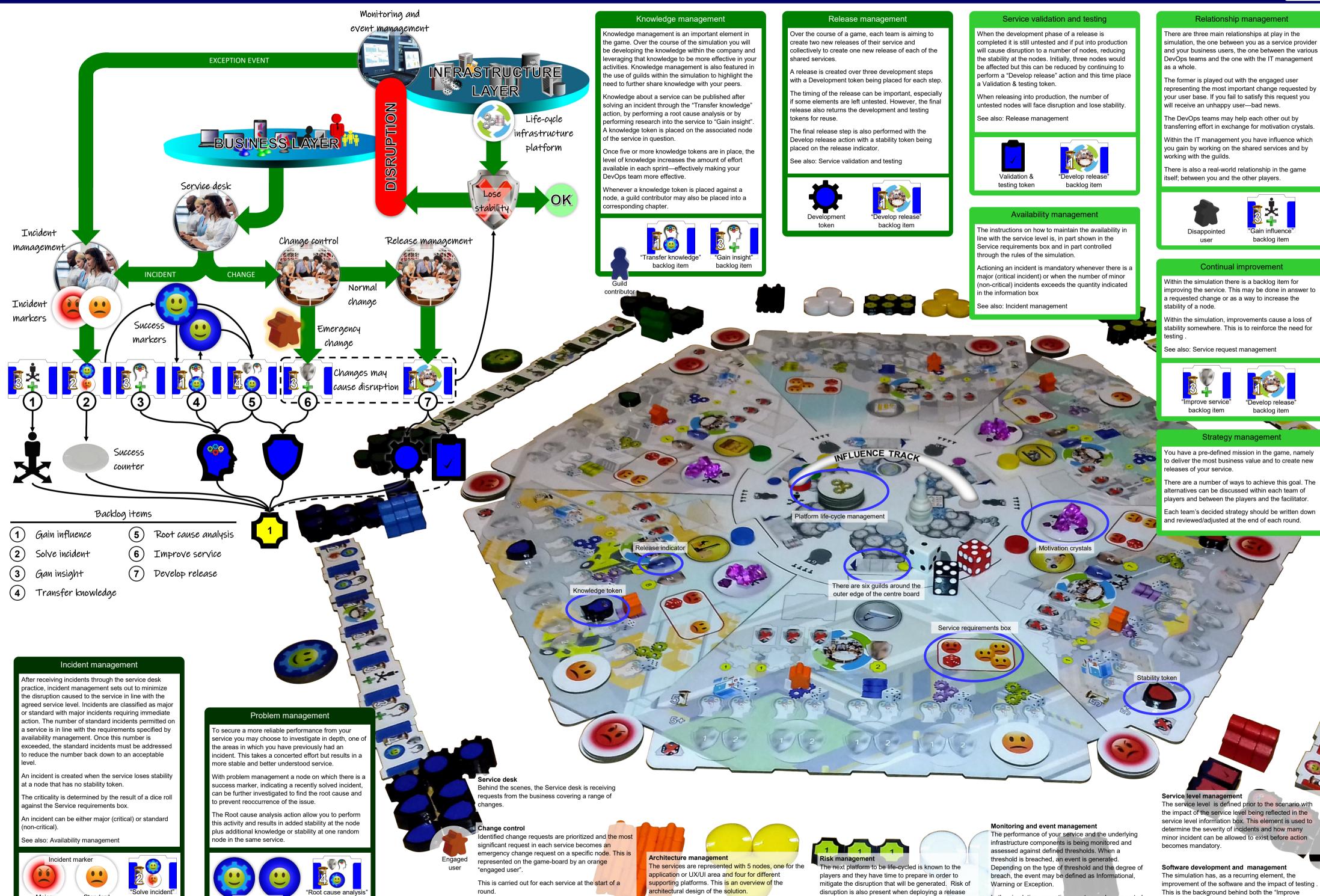
infrastructure platforms.

service" activity as well as the "Develop" activity (see

release management).

that has not been fully tested or when improving the

service (an untested activity).



The underlying platforms are life-cycled during the

course of the game.

The requests that are less significant will be added to

the backlog for the next release and incorporated into