



CORE.NV Project

March Status Report

April 8, 2025









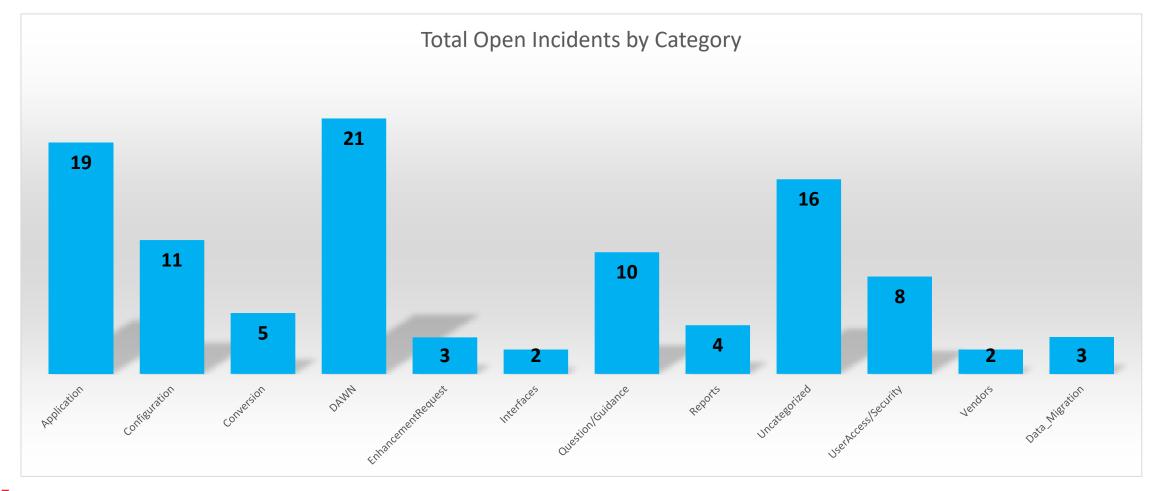
- Production Operations
- Executive Summary
- Risks Heat Map and Risks Register
- Project Deliverable Summary
- 90-Day Look Ahead
- Accomplishments
- Questions?





Production Incidents





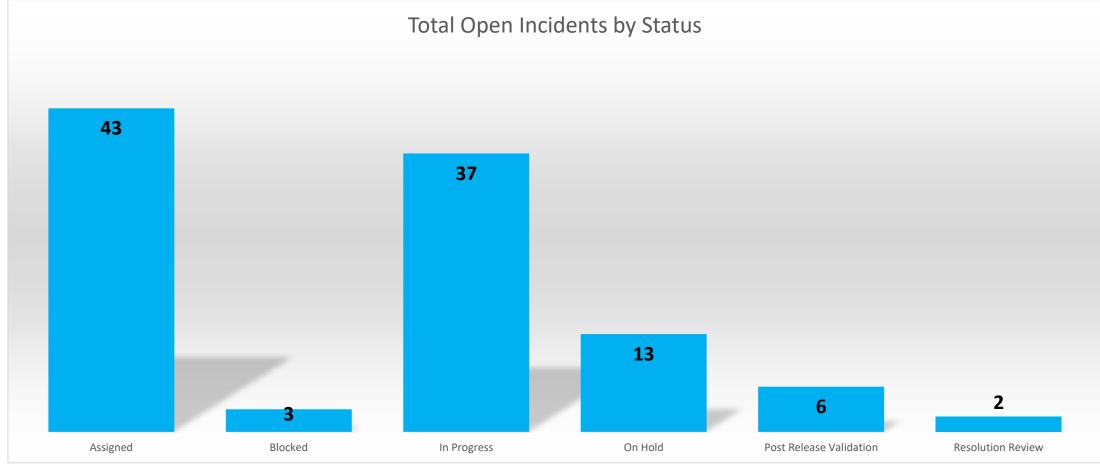


^{*} Data as of 4/2/25 12:00pm PT -- data has been updated to consolidate categories



Production Incidents





Total DONE Incidents*: 613 (+ 54 since last presentation)



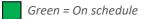
^{*} Data as of 4/2/25 12:00pm PT — Data has been updated to consolidate statuses

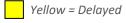


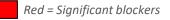


CORE.NV										
Status Date	4/8/2025		Reporting Period	3/1/2025 – 3/31/2025						
Overall Status		Schedule, Resources, and Scope categories associated with go-live date of 6/30/24 are being mitigated.								
Schedule	Parallel payroll #2 in progress, Mock cutover not started.									
Resources	CGI is working on staffing the Local Support resources earlier.									
Scope	Full NDOT and State payroll inventory being assessed.									
Risks		The teams are monitoring and mitigating multiple high-priority risks.								
Issues		Monitoring Advantage 2 stability.								
Budget		No change to planned budget.								













Project Risks are Logged and Maintained in Jira. Heat Map metrics are as of 4/2/2025.

Metrics and Heat Map

1 **High Exposure** Priority P1 - High Medium Exposure 4 P2 - Medium Low Exposure P3 - Low 4 - Highly 1 – Remote 2 – Unlikely 3 – Probable 5 - Certainty Probable **Probability**

In Review Candidates: 2

Open Risks: 5

Closed Risks since last session:





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Project Risks are logged and maintained in Jira. Table was pulled 4/2/2025.

Risk#	Description	Status	Response Status	Priority	Probability	Severity





March Project Deliverable Status



Deliverable / Work Product	Status	Percent Complete	Invoice Period	Current Status	
P1B Implementation Assessment Document	Delivered	100%	3/2025	√Approved	
EUT Monthly Progress Report February	Delivered	100%	3/2025	✓Approved	
PI6 Completion Report	Delivered	100%	3/2025	✓Approved	
Monthly Status Report #17	Delivered	100%	3/2025	✓Approved	
P1B UAT Support Month 1	Delivered	100%	3/2025	✓Approved	
P1B Training Support Month 3	Delivered	100%	3/2025	✓Approved	







April 2025

- Monthly Status Report #18 Submission 4/2/2025
- EUT Monthly Progress Report March Submission 4/10/2025
- P1B Readiness Assessment Checklist Submission 4/17/2025
- P1B UAT Support Month 2 4/25/2025
- P1B Build Stage Complete 4/30/2025

May 2025

- Monthly Status Report #19 Submission 5/2/2025
- P1B Performance Test Execution Month 1 5/9/2025
- P1B Performance Test Execution Month 2 5/19/2025
- EUT Monthly Progress Report April Submission 5/8/2025
- P1B Performance Test Results Submission 5/28/2025

June 2025

- Monthly Status Report #19 Submission 6/3/2025
- P1B Production Cutover Checklist Submission 6/4/2025
- P1B UAT Support Month 3 6/6/2025
- EUT Monthly Progress Report May Submission 6/12/2025
- P1B Achieve Stage Complete 6/30/2025

^{*} Dates are subject to P1B schedule updates, which are in progress.





Financial (FIN) Advantage 4 Accomplishments



- The focus for the Financial team was on transitioning production support to steady state and NDOT agreements solution.
 - Team continues to meet with SCO, OPM, Finance and Treasury for knowledge transfer on disbursements.
 - White glove support for production issues BOVR redesign.
 - NDOT service agreements options solutioned and presented.
 - Conversions executed in Production for open balances and prior year actuals.
 - SEFA/ACFR report build outs on weekly schedule to get final.
 - Financial remittance advice form updates migrated to Production.





Human Resource Management (HRM) Advantage 4 Accomplishments



- The HRM team's focus was on data conversion and payroll testing.
 - Payroll test check sent for MICR re-validation
 - Parallel Payroll Iteration 2 conversion and shakedown completed
 - Finalized requirements for Mock conversion iteration 1

Interfaces

- CGI assigned 20 interfaces for phase 1b
- Development completed for 6, and 3 currently in dev
- All interfaces prioritized
- Initial workflow designs made for payroll transactions.
- Completed the build of four (4) security roles for HR.







Questions?

