

CardStock PLatform Migration  
Project Scope

July 21, 2017

# Overview

## Project Background and Description

In 2016, Gamecorp acquired Andromeda Games, a regional brick-and-mortar gaming and sports memorabilia business. Andromeda’s strong community presence, along with its web presence, showed that there was great potential for expansion given their technology footprint and ability to provide exceptional customer service. Their members-only application, CardStock, has an interface that is easy to use and that provides its users with the ability to make friends, discuss topics, trade with each other for different items, and even reserve items for in-store pickup. Gamecorp will benefit from this technology by incorporating it into the existing portal solution as well as expanding that solution to international markets.

The overall goals of this project include:

* Grow revenue
  + Increase online orders
  + Increase in-store traffic and sales
* Increase market saturation
  + Expand application delivery channels
  + Expand community presence
* Improve process efficiencies
  + Reduce redundant workstreams
  + Automate manual processes

The expectation for growth within the next fiscal year is a 15% increase in online orders and a 10% increase in store traffic and purchases. Increased capital from Gamecorp will help establish higher profile sports stars for autograph and photo sessions, which is expected to contribute to that store traffic.

## Project Scope

For the purpose of this project, the following items are considered to be in scope:

* Migration of the CardStock application to Gamecorp’s portal solution
* Creation of a mobile companion app to CardStock
* Integration of Andromeda’s inventory system with Gamecorp’s global inventory system
* Integration with Gamecorp’s payment processing systems to allow for online payments

## High-Level Requirements

As a result of the migration and integration work, the following requirements will be met:

* Ability to allow both internal and external users to access the application via Gamecorp’s Business to Consumer (B2C) platform
* Ability to leverage event-driven architecture as per Gamecorp’s technical roadmap
* Integrate into Gamecorp’s existing cloud infrastructure
* Ability to integrate with existing reporting infrastructure

## Deliverables

Below is a list of deliverables that will be captured as project milestones within the project plan and are expected to be completed during the course of this project.

* Completion of a baseline architecture assessment, inclusive of primary systems impacted by the migration as well as downstream systems potentially impacted
* Completion of a target architecture, demonstrating the migration of CardStock from Andromeda’s hosting plan to Gamecorp’s Microsoft Azure ecosystem.
* Completion of any transition architectures, gap analyses, and all required compliance documentation as per Gamecorp Corporate Information Security publication ID10-T.
* A functional prototype of a mobile companion app for CardStock, inclusive of the core functionality of the web-based product.

## Affected Parties

The following will be impacted by the initiation and completion of this project:

* All users of the CardStock platform
* All retail operations employees within Andromeda Games
* Application developers at Andromeda Games and Gamecorp
* Digital and Marketing management

## Affected Business Processes or Systems

Processes and systems impacted are shown below.

|  |  |  |
| --- | --- | --- |
| Organization | Type | Name |
| Andromeda Games | Process | Inventory Management |
|  | Process | Online Ordering |
|  | System | Andromeda Portal |
|  | System | Andromeda Inventory Management System (AIMS) |
|  | System | CardStock |
| Gamecorp | Process | Inventory Management |
|  | Process | Online Ordering |
|  | Process | Online Payments |
|  | System | Gamecorp Enterprise Portal |
|  | System | Gamecorp Global Inventory System (G2IS) |
|  | System | Gamecorp Central Payments (GCP) |

## Specific Exclusions from Scope

Any platforms, subsystems or components that are currently a part of the Andromeda Games back office suite will not be impacted during the course of this project. This includes purchasing, finance, HR, and direct sales (point of sale) systems. Work that is done as a part of this project will be used to lay the foundation for the POS platform upgrade next year.

# Implementation

## Implementation Plan

To capture the baseline, transition, and target architectures, it is recommended that the architect(s) involved leverage a common repository for this information. This could be through the use of spreadsheets, databases, modeling frameworks or programs, or other means. Once the plans have been completed and passed architecture review, application teams can work with their domain architects to begin templating out the appropriate cloud components, deployments, quality gates, and compliance checks. Corporate Compliance will be involved throughout the process to ensure that the proper separation of concerns are present.

## High-Level Timeline/Schedule

This project is being forecasted to run over the course of 8-12 months, depending on operational impact and other prioritization. Milestones are expected to be measured monthly utilizing a 30-60-90 day outline as a guide for success.

* Within the first 30 days, the baseline architecture assessment will be completed. A solution architecture document will be produced as a result of collecting this information.
* Within the next 30 days, the target architecture will be planned out, along with any transitional architectures that may be required. This will include an addition of information to the solution document as well as supporting documentation (assessment of options, gap analysis, etc.).
* At the 90-day mark, it is expected that the workstream will be diverted to the application and architecture teams to implement the designs as approved.

# Approval and Authority to Proceed

We approve the project as described above, and authorize the team to proceed.

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