Business One Stop

State of Arizona – ADOA-ASET

Informational Update

May 25th, 2022

Phase 1 of Business One Stop seeks to provide a single online location to help citizens & businesses plan, start, grow, move, & close businesses in Arizona through a secure, digital experience that does not require in-person interaction



Project Overview

Description of Project

Business One Stop, is a single online location to help citizens & businesses plan, start, grow, move, & close businesses in Arizona through a secure, digital experience that does not require in-person interaction. The portal is being developed by the Department of Administration on behalf of the Department of Transportation, the Department of Revenue, the Secretary of State, the Arizona Corporation Commission and the Arizona Commerce Authority.

Progress

- Program and Project Manager have been hired
- All requirements gathering and documentation was completed in March
- Development has started on all User Journeys and has been completed on some
- Many of the User Journeys are now in a QA or UAT status

Why we are returning

The project is currently in a **red** status due to delays in development. In particular, delays in the development of APIs which has resulted in the need to reevaluate product launch schedule.

Project Health Card

Overall Project Health is Red

Schedule	 The project is tracking towards the portal being ready for a potential deployment of the Minimum Viable Product by June 30, 2022. Several consecutive deployments will allow for additional user functionality. By July 31, 2022, users should have access to all 34 User Journeys. The Program intends to return with a re-baselined timeline and iterative deployment schedule depicting the full-scale of Phase 1 goals and planning for Phase 2.
Milestones	 22/34 User Journeys will be ready for deployment by June 30, 2022. The remaining 12 User Journeys will be ready for deployment by July 31, 2022. 100% Research and requirements gathering completed for all agencies. 80% development completed for SOS & ADOR; 12% development completed for ACC User Journeys. Overall, 50% complete 13 User Journeys in development; 39 in test; 4 done (Some User Journeys are counted multiple times here as they are applicable to multiple agencies.)
Budget	 The project is currently under budget due to delayed pace of development, efficient of management of financial resources, and not yet realized operational expenses associated with sustaining the program. There is confidence across the Finance officers at agencies on the soundness of the high-level forecasts.
Risks	 Due to delays with an external vendor, development on ACC User Journeys is progressing slower than anticipated and does not align with a May 31, 2022 code-ready state. ADOA has subcontracted a developer to assist in the building of ACC APIs. To integrate with the State payment portal, ADOR would need to make major changes to its core tax system.

Project Timeline

Quarterly Successes and Projections

Requirements Gathering & Team Building

Finalized detailed requirements and began execution on some User Journeys. Program Manager started.

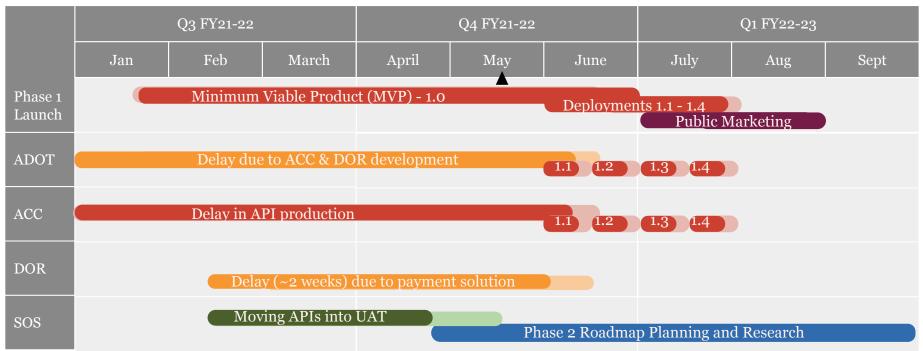
Development & Testing

Close out development for SOS, ADOR, and ADOT*. Initiation of full scale testing. Finalize development and testing on ACC MVP components.



Agency development of APIs to support the User Journey outlines Finalize development on remaining ACC User Journeys and close out all testing on all Phase 1 User Journeys. Launch Business One Stop in early Q1 followed by several consecutive smaller deployments.





ADOT: Closing out UI components of 1.0 release while collaborating with agencies on various levels of testing as needed. ACC: ADOA has onboarded a .NET developer to assist in the development of ACC APIs. DOR: Continuing work on planned APIs and testing. SOS: Working on UAT. Overall 50% complete with Phase 1 tasks.

Dark Color = Development
Shadow Color = Testing &
Implementation

A Today

Next Update

The Program is planning to bring a change request to ITAC in June 2022.

Q & A Session