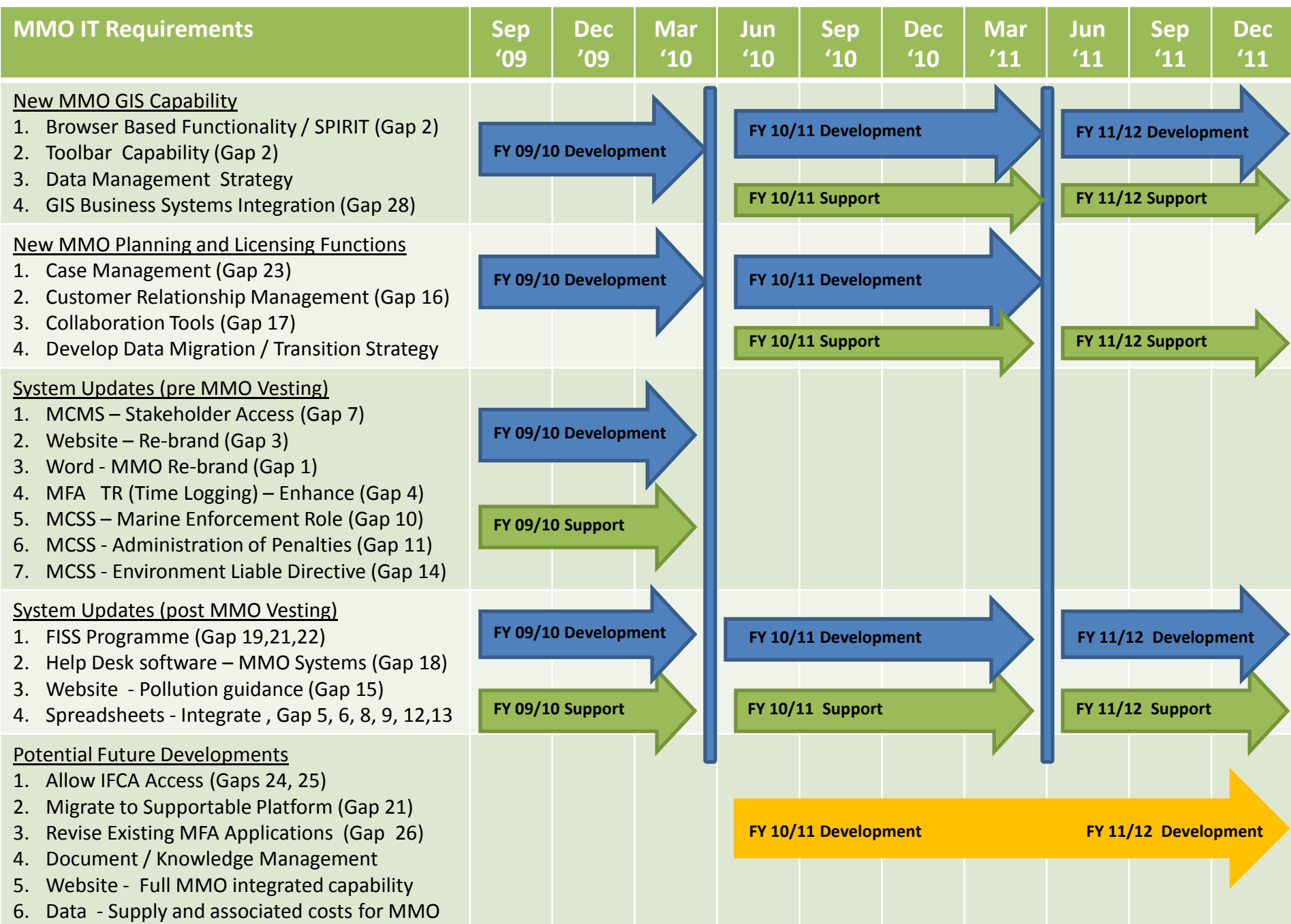


# MMO IS SYSTEMS DEVELOPMENT ROADMAP – OVERVIEW

Version date: 13/01/10



## MMO IS SYSTEMS DEVELOPMENT ROADMAP - GAP ANALYSIS SUMMARY

MMO IT Requirements	Priority	Date Required	Impact	Requirements Defined	Notes
<u>New MMO GIS Capability</u> 1. New (enhanced) GIS capability (Gap 2), 2. Business Systems Integration (Gap 28)	High	April 2010	High	Being defined	Initial platform for April 2010  Full capability for April 2011
<u>New MMO Planning and Licensing Functions</u> 1. Case Management (Gap 23) 2. Customer Relationship Management (Gap 16) 3. Document/Knowledge Management (Gap 16) 4. Collaboration Tools (Gap 17)	High	April 2010	High	Being defined	Initial platform for April 2010  Full capability for April 2011
<u>System Updates (pre MMO Vesting)</u> 1. MCMS - Stakeholder Access (Gap 7) 2. Website – MMO Re-brand (Gap 3) 3. Word - MMO Re-brand (Gap 1) 4. MFA TR (Time Logging) – Enhance (Gap 4)	High	April 2010	High	To be defined	Requirements being defined
5. MCSS – Marine Enforcement Role (Gap 10) 6. MCSS - Administration of Penalties (Gap 11) 7. MCSS - Environment Liable Directive (Gap 14)	Medium	Within 2010	Medium	Being defined	Requirements being defined
<u>System Updates (post MMO Vesting)</u> 1. FISS Programme (Gap 19, 21, 22) 2. Help Desk software – MMO Systems (Gap 18) 3. Website - Pollution guidance (Gap 15) 4. Spreadsheets - Integrate (Gaps 5, 6, 8, 9, 12, 13)	Medium	Within 2010	Medium	Being defined	Spreadsheets replaced by Case Management System
<u>Future Development (Funding to be agreed)</u> 1. Allow IFCA Access (Gaps 24, 25) 2. Migrate to Supportable Platform (Gap 20) 3. Revise Existing MFA Applications (Gap 26)	Medium to Low	On-going	Medium to Low	To be defined	To be defined