

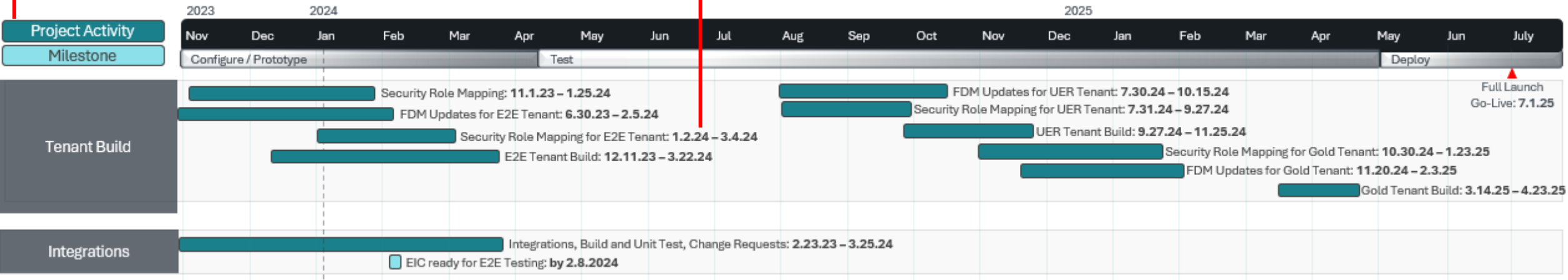


# One Washington Project Phase 1A High-Level Timeline

Understanding the Phase 1A High-Level Timeline: The One Washington Project Phase 1A High-Level Timeline is a visual representation of *some* of the key works of the State of Washington’s implementation of One Washington core-financials. This view includes both project activities and artifacts or results of project work. Other interest views of the project schedule will be made available that include these and/or other activities and artifacts, such as agency work with the Agency Readiness Team.

Timeline item color key:  
Puget – activity  
Aqua – Milestone

‘By’ indicates the latest possible finish date in the project plan – these items could have earlier finish dates and will be updated over time.



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As of 1/5/24

Tenant Build Activities	Start	End
Security Role Mapping Fall 2023	11.1.23	1.15.24
FDM Updates for E2E Tenant Build	6.30.23	2.5.24
Security Role Mapping for E2E Tenant	1.2.24	3.4.24
E2E Tenant Build	12.11.23	3.22.24
FDM Updates for UER Tenant Build	7.30.24	10.15.24
Security Role Mapping for UER Tenant	7.31.24	9.27.24
UER Tenant Build	9.27.24	11.25.24
FDM Updates for Gold Tenant Build	11.20.24	2.3.25
Security Role Mapping for Gold Tenant	10.30.24	1.23.25
Gold Tenant Build	3.14.25	4.23.25

Integrations Activities	Start	End
Integrations - Build and Unit Test - Change Requests	2.23.23	3.25.24
Enterprise Integration Crosswalk ready for E2E Testing	2.8.24	1.16.24

Reporting Activities	Start	End
Develop Integration Reports	2.8.23	4.8.24
Develop Reports for E2E Testing	10.2.23	4.16.24
Develop Reports for Go-Live	4.17.24	4.15.25

Testing Activities	Start	End
LSR Testing Plan	11.1.23	12.7.23
E2E Test Approach and Plan	12.8.23	12.22.23
Develop E2E Test Scenarios	3.4.24	3.20.24
User Experience Review Approach and Plan	4.9.24	10.18.24
LSR Connectivity Testing	10.15.23	6.1.24
LSR Testing	11.1.23	6.30.24
Identify and prepare testers for E2E	1.2.24	6.18.24
E2E Test Cycle 1	4.24.24	6.18.24
E2E Test Cycle 2 (Agencies begin)	6.18.24	8.12.24
E2E Test Cycle 3	8.12.24	10.11.24
Workday Performance Testing	7.30.24	10.22.24
Develop UER Scenarios	9.20.24	10.31.24
Prepare for UER	8.30.24	1.10.25
User Experience Review	1.13.25	2.10.25

Training Activities	Start	End
End User Training Plan	11.9.23	1.23.24
Develop Training Curriculum	2.20.24	4.1.24
Develop Training Materials	6.5.24	12.18.24
Train the One WA Training Team	12.19.24	3.3.25
End User Training	3.11.25	6.27.25

Cutover Activities	Start	End
Develop Deployment Strategy	1.9.24	3.18.24
Develop Cutover Plan	4.18.24	12.6.24
Develop Agency Cutover Checklist Template	7.15.24	10.1.24
Freeze Period	6.2.25	7.1.25
Go-Live	7.1.25	7.1.25

Acronyms	Definition
FDM	Foundational Data Model
E2E	End-to-End
UER	User Experience Review
EIC	Enterprise Integration Crosswalk
LSR	Legacy System Remediation



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