

# Blueprinting De-Risks Your Investment in ERP by Investigating Three Key Areas



## Strategic

How will it support our operations?

- What **manual processes** can we eliminate?
- Where will it drive **efficiency and consistency**?
- What is the structure needed to **support our end users** after we are live?



## Enabling

How can it sustain our business?

- What key metrics will we use to **define successful outcome**?
- How will it **integrate** with our existing tech stack?
- Where and how will we store relevant **documentation**?
- What format of **knowledge base** is best for our team?
- How can we ensure **decisions relating to the project** and ongoing use of the platform are handled in a thoughtful and proactive way?



## Planful

How will we tackle this?

- What modules and feature are **critical for go live**? How will we address gaps?
- What are the key persons and how can we **ensure they adopt** the new platform?
- How should we structure our **training approach**?
- How do we **validate requirements**? What tests need to be done, how do they need to be done and when?
- What is the **scope and timing** required to implement?



## Blueprinting – Momentum into Execute Phase



### Blueprinting Deliverables Defined

**Business Requirements Document** is a listing of system requirements detailing how Business Central should work in the future. It is not a technical design spec nor does it document UAT scenarios. **It provides a clear vision of how the future ERP will function.**

**Project Plan & Budget** is a detailed breakout of phases, tasks and deliverables with estimated effort and timing included. SD Digital's project manager works from this document during remaining project phases. **This de-risks the remaining project phases.**

**Licensing Costs Analysis** is a document showing each ERP user and their licensing requirements. **This optimizes software costs.**

**Backlog** is a list of features, reports, or customizations that are important, but not critical for go-live. **This de-risks scope creep and keeps the teams focused.**