



Liquor Modernization Progress

Monday, October 26, 2015
LMP Status Report

- The Vendor Portal code push successfully updated the technical requirements and the nine reports provided to vendors are now functional. Continuing dialogue with the user group will ensure functionality and sustainability of the Vendor Portal.
- Commerce team completed phase one of the current system requirement mapping efforts and is planning for the next phase to provide data for testing and code push events.
- DLC infrastructure and application team is developing a schedule for continued maintenance of the servers as well as a list of maintenance to be performed on upcoming weekends.

This Week's Focus

The following activities have been identified as the top priorities for the week.

The System:

- Commerce is continuing to work with the Office of Information Technology (OIT) on system configuration upgrades.
- Finalize reports (bad-order, commission, and DC-out) to be complete for upcoming AX code push.
- External Auditors and DLC technical staff checking Agency system capabilities to determine the cause of some Agencies' inability to view direct messages sent via the Agency Portal.

Business Processes:

- Rush Order parameters revised to ensure holiday requests are effectively managed. Information was provided to all Agencies on revised policies and delivery schedules. Auditors will be reaching out to those Agencies that receive frequent Rush Orders for additional training and troubleshooting.

- Continue with Holiday planning. Communications sent to all Agencies including information on product ordering, delivery schedules and inventory management for the holidays.

Communications and Training:

- DLC External Auditors participated in a staff meeting to discuss information on system updates, new procedures and policies, and a general refresher training session to better equip them to help resolve Agency issues.

Know additional people who would like this weekly report? Send their email addresses to: matt.mullins@com.state.oh.us