

**Deployment System**

**Meal Pay**

**Enhancement**

**Combined SRA & SDS**


**Requirements Specification & Solution Definition**


**Version 2.2**

**Release History**

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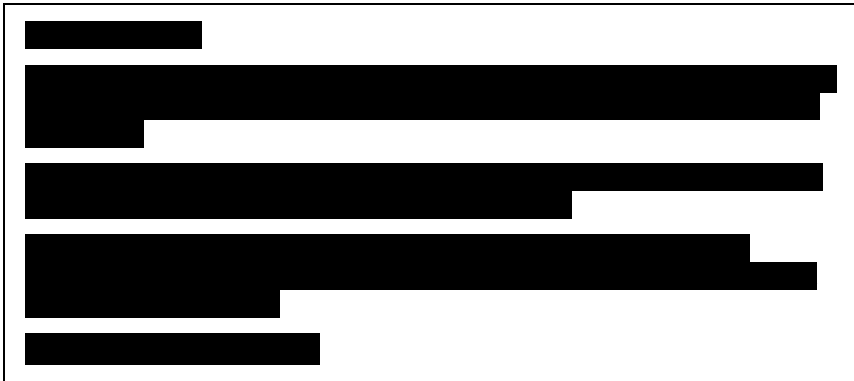
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**Purpose:** The *Combined SRA & SDS* describes the requirements and analysis for the proposed solution (platform-independent definition). The primary work products are the requirements, system use cases, interface definitions, analysis model, and data model.

**Audience:** The *Combined SRA & SDS* is usually written by the IT Analyst to obtain Business and Project Management approval. The project team will use this document as input to the other phases/modules.



# Revision History

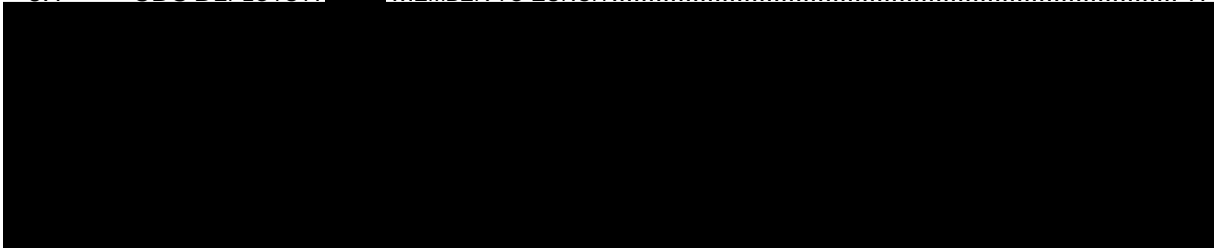
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Version	Date	Name	Description
1.0	[REDACTED]	[REDACTED]	Creation
1.1	[REDACTED]	[REDACTED]	Draft
2.0	[REDACTED]	[REDACTED]	Draft
2.2	[REDACTED]	[REDACTED]	Substantial changes to Section 4.1 and Appendix A



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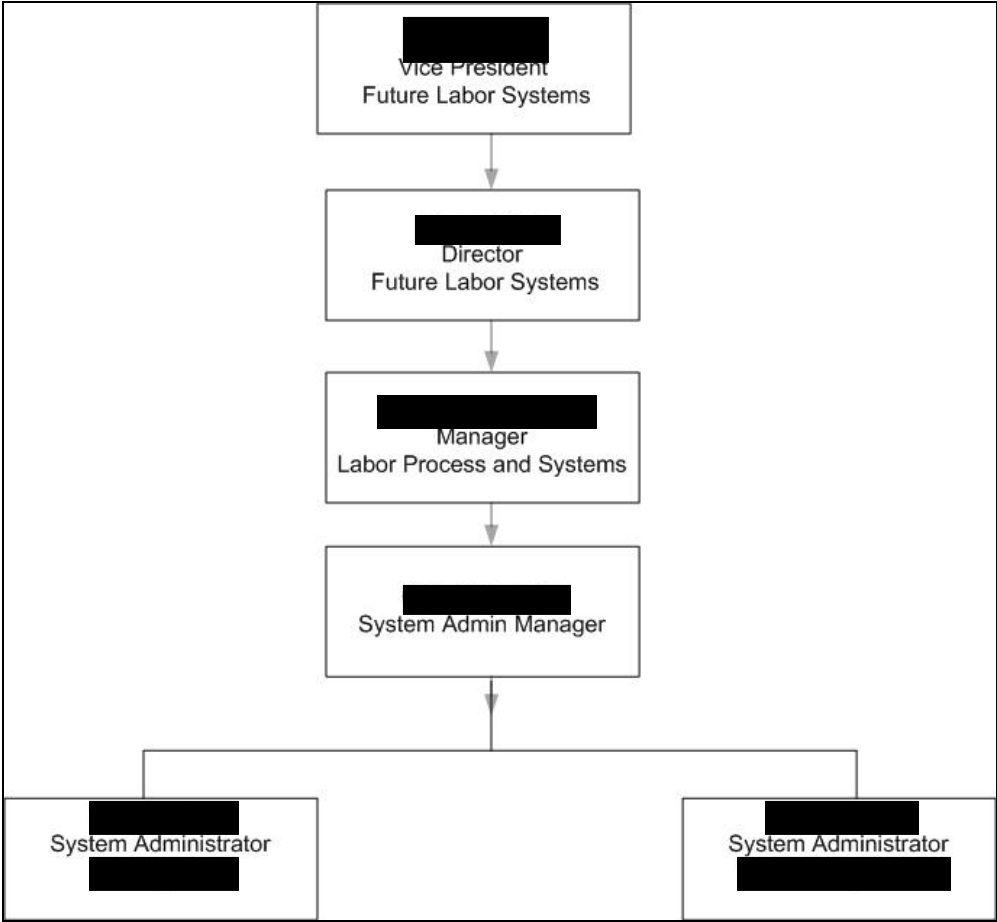
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# 1. SYSTEM OVERVIEW

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## 1.1 Business Model



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## 1.2 Business and System Objectives

Business Objectives	System Objectives
<ul style="list-style-type: none"><li>• No impact to [redacted] system users</li><li>• Minimize impact to existing [redacted] pay rules and processes</li><li>• Minimize additional time required by [redacted] leaders</li></ul>	<ul style="list-style-type: none"><li>• Make [redacted] Meal Pay <i>Lunch Clocks</i> visible to [redacted] Members at the appropriate times</li></ul>

## 1.3 System Context Diagram



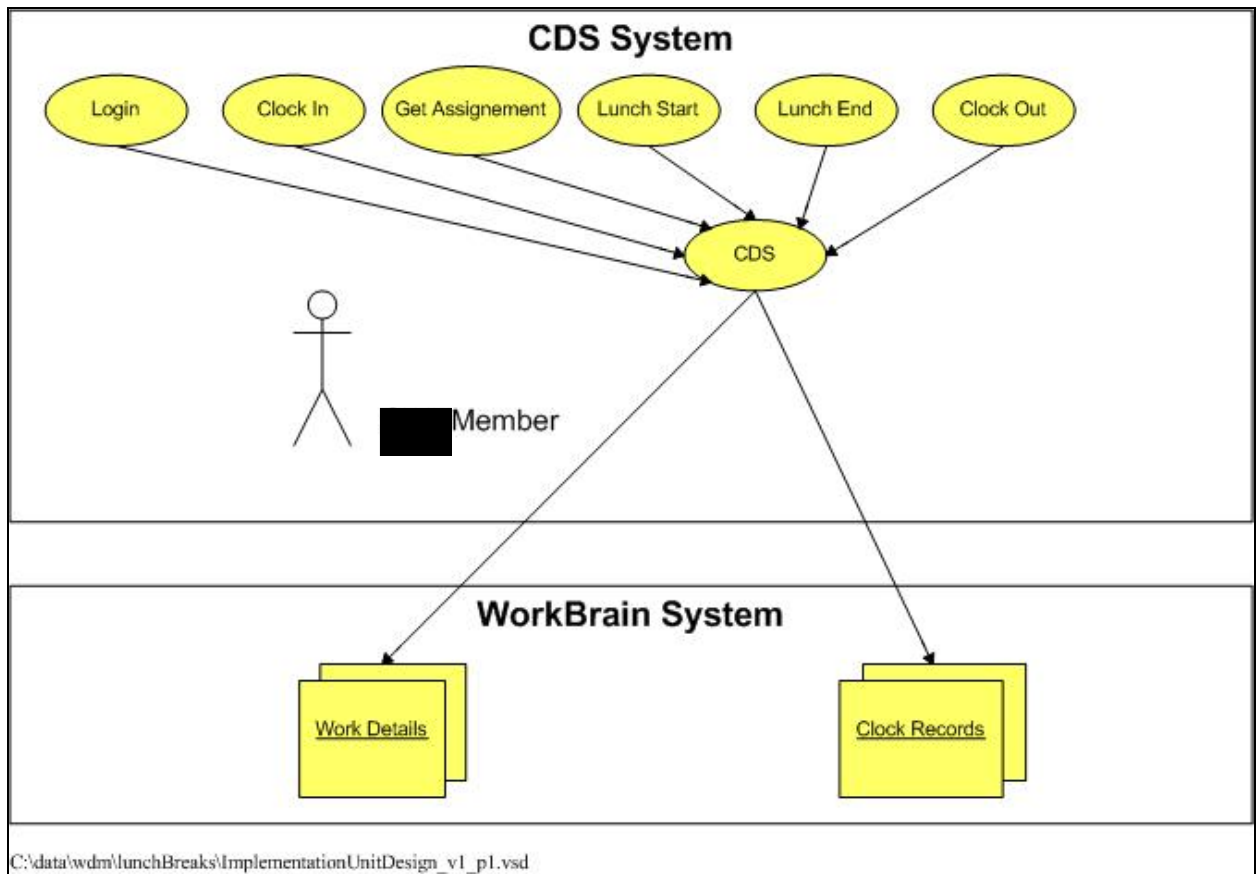


Figure 1 Implementation Unit Design

## 1.4 System Dependencies

The ████ Meal Pay Enhancement is dependent upon the successful implementation of the **Get Assignment** function.

Workbrain will only accept the first Lunch End transaction that it receives (in case a ████ Member uses CMI to end his lunch).

## 1.5 System Constraints

The following constraints are identified:

1. CDS does not receive any updates from the CMI Time Clock system and therefore cannot prevent a ████ Member from taking a short lunch if they use a CMI time clock to clock out for the start of their lunch.
2. ████ Members working at breaking locations are deployed to lunch, however ████ Members working at self-breaking locations are not deployed to lunch. Therefore there will be differences in how the display of the Lunch Clocking buttons is controlled for the two different types of locations.



# 2. CONCEPTUAL SOLUTION

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## 2.1 System Topology

This enhancement is localized solely to the current CDS application system.

## 2.2 System Use Cases

See *Appendix B – System Use Cases*.



# **3. ANALYSIS MODEL**

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## **3.1 Package Diagram**

A package diagram is not applicable for this enhancement.

## **3.2 Class Diagrams**

There are no changes to the class structure of the CDS application included in this enhancement.



# 4. SYSTEM INTERFACES

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## 4.1 User Interfaces

### *Interfaces Provided*

This enhancement only requires changes to the existing CDS user interfaces that display the Lunch Clock buttons. The following changes will be made:

- The Lunch End and Get Assignment buttons will be combined into one button (hereinafter referred to as “Combined”) that will create a Lunch End record and provide the [REDACTED] Member with an assignment in one click.
- The Lunch Start button will continue to be displayed. However program logic will be introduced to control the timing of the display of the Lunch Start and Combined button. Details on the timing of the display of the Lunch Clock buttons is further defined in Appendix A – Requirements.

### *Interfaces Required*

No new user interfaces are required for this enhancement.

## 4.2 Software Interfaces

This enhancement does not include changes to any software interfaces.

## 4.3 Hardware Interfaces

This enhancement does not include changes to any hardware interfaces.





# 5. DATA MODEL

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## 5.1 Logical Data Model

This enhancement project does not require any updates to the current logical data model.

## 5.2 Data Conversion

There are no data conversion requirements for this enhancement.

### ***Data Conversion Specification***

Since there are no data conversion requirements for this enhancement, this section is not applicable.

### ***Conversion Controls***

Since there are no data conversion requirements for this enhancement, this section is not applicable.



## 6. GLOSSARY

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Terms	Definitions
Combined button	Performs the Lunch End and Get Assignment functions.
Lunch Duration	An attribute assigned to each [REDACTED] Member within CDS that identifies the length of their scheduled lunch. The default value is 30 minutes, but that can be modified for each [REDACTED] Member.
Lunch Start	CDS clock transaction that records the start time of a [REDACTED] Member's lunch. This information is passed from CDS to the Workbrain Lunch Clock data table ([REDACTED]_CLOCK).
Lunch End	CDS clock transaction that records the end time of a [REDACTED] Member's lunch. This information is passed from CDS to the Workbrain Lunch Clock data table ([REDACTED]_CLOCK).
Breaking Location	A work location where breaks <i>are</i> assigned to [REDACTED] Members.
Self-breaking Location	A work location where breaks <i>are not</i> assigned to [REDACTED] Members.

*Are the following terms relevant to this document, or are they only necessary for the Workbrain documents?*

Terms	Definitions
[REDACTED] Lunch	New time code used for unpaid lunch at [REDACTED]
Combined button	Performs the Lunch End and Get Assignment functions.
Grace Lunch	[REDACTED] time code used for the unpaid lunch time in excess of the scheduled duration only if that excess is less than or equal to 5 minutes
Late Lunch	Unpaid Lunch Time code used when lunch is taken late (after 5 hours for the first, 10 hours for the second, 15 hours for the third)
Long Lunch	[REDACTED] time code used for the unpaid lunch time when the duration is greater than 5 minutes of the scheduled Lunch Shift.
Lunch	Time code used for unpaid lunch at [REDACTED]
Shift Monitor	A process that runs every 15 minutes and sends the Work Details to Workbrain. Workbrain stores all Work Detail overrides. The last set of overrides for a time period determines how time is paid.

	<p><i>For example:</i> If a Work Detail is received from 8 am-10 am for Cost Center A and a subsequent override is received for 9 am-12 pm for Cost Center B, the time from 8 am-9 am is charged to Cost Center A and from 9 am-12pm is charged to Cost Center B.</p>
Short Lunch	<p>████ time code used for unpaid lunch less than 30 minutes in duration</p>
V-In Lunch	<p>████ time code used for the unpaid lunch when the Lunch Start clock transaction is missing</p>
V-Out Lunch	<p>████ time code used for the unpaid lunch when the Lunch End clock transaction is missing</p>
Waived Lunch	<p>Time code used for worked lunch when the █████ Member has a waiver for the day on file</p>
Work Details	<p>A transaction generated and sent to Workbrain when a █████ Member clocks-out at the end of his Shift. Work Details can be generated mid-way through a Shift by clicking “Regenerate” on the Pay Details screen.</p>
Work Lunch	<p>Global time code used when the █████ Member is paid for working through their lunch time</p>



# 7. APPENDIX A – REQUIREMENTS

The Requirements have been divided into two sections – Breaking and Self-Breaking Locations

## Breaking Locations

Req ID	Description
1	When the ■■■ Member logs into the system, the Lunch Start button will be displayed if the ■■■ Member has been deployed to Lunch. The ■■■ Member will then click on the Lunch Start button to begin their Lunch and CDS will return the following message: “(■■■ Member name) your Lunch is in progress until (time).”
2	The Lunch Start button will be available for up to 15 minutes after the Deployed Lunch Time <i>plus</i> Position Walk Time.
3	No buttons will be displayed after the 15 minutes has expired and CDS will return the following message: “(■■■ Member name) your Lunch is in progress until (time).”.
4	If the Lunch Start is clicked the Lunch End time is calculated as the Lunch Start time plus the scheduled Lunch Duration (Calculated Lunch End Time). If Lunch Start is not clicked, the Lunch End time is calculated as the Deployed Lunch Time <i>plus</i> Position Walk Time <i>plus</i> Scheduled Lunch Duration.
5	The Combined button will be displayed after the Calculated Lunch End Time.
6	When the Combined button is displayed the ■■■ member must click it to get an assignment.
7	The Combined button will have a new image and will be located in the current Get Assignment location.
8	If the ■■■ Member is deployed to Lunch but never takes a Lunch, the ■■■ Member must see the Manager (as occurs today). The Manager will drop the break assignment from Who Is Where and the ■■■ Member will then log in and click the Get Assignment button to get their next Assignment.
9	If the ■■■ Member is authorized to skip lunch and has not been deployed to Lunch, the Manager will delete the lunch from the ■■■ Shift Detail screen (as occurs today).
10	The Lunch Taken flag will be set by the System when a ■■■ Member is deployed to lunch (as occurs today).
11	A leader will not be able to click Lunch Start or Combined on behalf of a ■■■

	Member.
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**Self-Breaking Locations**

<b>Req ID</b>	<b>Description</b>
12	When the ■■■ Member logs into the system, the Lunch Start button and Get Assignment button will be displayed unless the ■■■ Member previously clicked Lunch Start. If the ■■■ Member clicks Lunch Start, CDS will return the following message: “(■■■ Member name) your Lunch is in progress until (time).”
13	If the Lunch Start button is clicked the Lunch End time is calculated as the Lunch Start time plus the scheduled Lunch Duration (Calculated Lunch End Time).
14	If the ■■■ Member clicks Lunch Start and returns to CDS before the Calculated Lunch End Time, no buttons will be displayed and CDS will return the following message: “(■■■ Member name) your Lunch is in progress until (time).”.
15	If the Lunch Start button is clicked the Combined button will be displayed after the Calculated Lunch End Time.
16	When the Combined button is displayed the ■■■ Member must click it to get an Assignment.
17	The Combined button will have a new image and will be located in the current Get Assignment location.
18	If the Lunch Start button is not clicked the Lunch Start and Get Assignment buttons will be displayed and the ■■■ Member may click the Get Assignment button.
19	The Lunch Taken flag will be set at the beginning of the ■■■ Member’s Shift (as occurs today).
20	A leader cannot click Lunch Start or Combined on behalf of a ■■■ Member.



## 8. APPENDIX B – SYSTEM USE CASES

### 8.1 CDS Deploys a Member to Lunch

<b>Description</b>	<p>CDS deploys a ■■■ Member to lunch using the following steps:</p> <ol style="list-style-type: none"> <li>1. ■■■ member 1 (CM-1) performs a <i>Get Assignment</i> function when it is time relieve ■■■ Member 2 (CM-2).</li> <li>2. CM-1 receives a ticket from CDS to give to CM-2 telling that individual what time his lunch starts.</li> </ol> <p>Lunch Start time = the deployment time of a ■■■ Member + the position Buffer. Lunch End time for a ■■■ Member = Lunch Start time + Lunch Duration</p> <ol style="list-style-type: none"> <li>3. CM-2 returns to the CDS station and performs the <i>Lunch Start</i> function.</li> <li>4. After lunch, CM-2 returns to the CDS station and performs the <i>Lunch End</i> function which includes the <i>Get Assignment function</i>.</li> </ol>
<b>Primary Actors</b>	CDS users
<b>Secondary Actors</b>	There are no Secondary Actors in this use case.
<b>Iteration / Priority</b>	
<b>Assumptions</b>	
<b>Preconditions</b>	
<b>Triggers</b>	
<b>Post Condition – Success</b>	Pressing the Combined Lunch End Get Assignments
<b>Post Condition – Failure</b>	

### 8.2 Member Does Not Click Lunch Start in CDS

<b>Description</b>	■■■ Member Does Not Click Lunch Start in CDS
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## 8.2 Member Does Not Click Lunch Start in CDS

	<p>This could happen because a ■■■ Member</p> <ul style="list-style-type: none"> <li>• Uses CMI to start his Lunch</li> <li>• Works at a location does not use CDS for lunch scheduling</li> <li>• The ■■■ Member forgets to click Start Lunch when he takes his lunch</li> <li>• ■■■ Member logs in to CDS after Lunch Duration + Position Walk time</li> </ul> <p>The following occurs:</p> <ol style="list-style-type: none"> <li>1. ■■■ Member clicks Combined button to be deployed to his next assignment.</li> </ol>
<b>Primary Actors</b>	■■■ Member leader
<b>Secondary Actors</b>	■■■ Member
<b>Iteration / Priority</b>	
<b>Assumptions</b>	
<b>Preconditions</b>	A Lunch is scheduled for the ■■■ Member
<b>Triggers</b>	
<b>Post Condition - Success</b>	Pressing the Combined Lunch End Get Assignments
<b>Post Condition - Failure</b>	

## 8.3 Member Does Not Click Lunch Start After 15 Minutes

<b>Description</b>	<p>■■■ Member Does Not Click Lunch Start after 15 minutes from the deployed time for his/her Lunch and the ■■■ Member comes back to login in CDS before the end of their Lunch duration.</p> <p>The following occurs:</p> <ol style="list-style-type: none"> <li>1. A message is displayed that (■■■ Member Name) is still on lunch until (time).</li> <li>2. ■■■ member can wait until the end of their Lunch duration and login to CDS again to get the Combined button.</li> <li>3. Or the ■■■ Member can go see their Manager</li> </ol>
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### 8.3 Member Does Not Click Lunch Start After 15 Minutes

<b>Primary Actors</b>	System
<b>Secondary Actors</b>	■ Member leader
<b>Iteration / Priority</b>	
<b>Assumptions</b>	
<b>Preconditions</b>	A Lunch is scheduled for the ■ Member
<b>Triggers</b>	
<b>Post Condition - Success</b>	A message displayed about the ■ member is still on Lunch
<b>Post Condition - Failure</b>	

### 8.4 Member Clicks Lunch Start But Does Not Take a Lunch

<b>Description</b>	<p>■ Member Clicks Lunch Start But Does Not Take a Lunch, ■ Member does not go to Lunch</p> <p>The following occurs:</p> <ol style="list-style-type: none"> <li>1. System updates the 'Who is Where screen'.</li> <li>2. ■ Member must go see his/her Manager</li> <li>3. The Manager will uncheck the Lunch Taken flag</li> <li>4. ■ Member's Manager assigns new task to the ■ Member</li> <li>5. The ■ Member logs back into CDS and selects the Get Assignment button</li> </ol>
<b>Primary Actors</b>	■ Member
<b>Secondary Actors</b>	■ Member leader
<b>Iteration / Priority</b>	
<b>Assumptions</b>	

## 8.4 Member Clicks Lunch Start But Does Not Take a Lunch

<b>Preconditions</b>	A Lunch is scheduled for the [REDACTED] Member
<b>Triggers</b>	
<b>Post Condition - Success</b>	The [REDACTED] Member logs back into CDS and selects the Get Assignment button
<b>Post Condition - Failure</b>	

## 8.5 Member Clicks Lunch Start and Starts Lunch in CMI

<b>Description</b>	[REDACTED] Member Clicks Lunch Start and Starts Lunch in CMI The following occurs: 1. Same as use case 8.1.
<b>Primary Actors</b>	[REDACTED] Member
<b>Secondary Actors</b>	There are no Secondary Actors in this use case.
<b>Iteration / Priority</b>	
<b>Assumptions</b>	
<b>Preconditions</b>	A Lunch is scheduled for the [REDACTED] Member
<b>Triggers</b>	
<b>Post Condition - Success</b>	
<b>Post Condition - Failure</b>	

## 8.6 Member Clicks Lunch Start and Starts Lunch in CMI, and Clicks End Lunch on CDS

<b>Description</b>	[REDACTED] Member Clicks Lunch Start and Starts Lunch in CMI, and Clicks End Lunch
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## 8.6 Member Clicks Lunch Start and Starts Lunch in CMI, and Clicks End Lunch on CDS

	<p>on CDS</p> <p>The following occurs:</p> <ol style="list-style-type: none"> <li>1. Same as use case 8.1.</li> </ol>
<b>Primary Actors</b>	Member
<b>Secondary Actors</b>	There are no Secondary Actors in this use case.
<b>Iteration / Priority</b>	
<b>Assumptions</b>	
<b>Preconditions</b>	A Lunch is scheduled for the Member
<b>Triggers</b>	
<b>Post Condition - Success</b>	
<b>Post Condition - Failure</b>	

## 8.7 Member Clicks Lunch Start, Starts Lunch in CMI, Clicks End Lunch on CDS, and Ends Lunch on CMI

<b>Description</b>	<p>Member Clicks Lunch Start, Starts Lunch in CMI, Clicks End Lunch on CDS, and Ends Lunch on CMI</p> <p>The following occurs:</p> <ol style="list-style-type: none"> <li>1. Same as use case 8.1.</li> </ol>
<b>Primary Actors</b>	Member
<b>Secondary Actors</b>	There are no Secondary Actors in this use case.
<b>Iteration / Priority</b>	
<b>Assumptions</b>	

## 8.7 Member Clicks Lunch Start, Starts Lunch in CMI, Clicks End Lunch on CDS, and Ends Lunch on CMI

<b>Preconditions</b>	A Lunch is scheduled for the [redacted] Member
<b>Triggers</b>	
<b>Post Condition - Success</b>	
<b>Post Condition - Failure</b>	

## 8.8 CDS Administrator sets Meal Pay flag to 1.

<b>Description</b>	CDS Administrator sets Meal Pay flag to 1.
<b>Primary Actors</b>	CDS users
<b>Secondary Actors</b>	There are no Secondary Actors in this use case.
<b>Iteration / Priority</b>	
<b>Assumptions</b>	[redacted] will have the flag set to '1' and [redacted] will have the Meal Pay flag set to '0.'
<b>Preconditions</b>	
<b>Triggers</b>	
<b>Post Condition – Success</b>	The Meal Pay by Site global setting is executed.
<b>Post Condition – Failure</b>	If the Meal Pay flag is set to '0' the Meal Pay feature in CDS will not be executed.

## 8.9 Meal Pay Lunch Start Time Login

<b>Description</b>	<p>Meal Pay Lunch Start Time Login</p> <ol style="list-style-type: none"> <li>[redacted] Member Login activity remains the same until the time for the [redacted] Member's Lunch is deployed.</li> <li>For "Self Breaking" locations the Lunch Start button is presented when the [redacted] Member clocks in, all other locations will get the Lunch Start button</li> </ol>
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## 8.9 Meal Pay Lunch Start Time Login

	<p>when the [REDACTED] Member is deployed to Lunch.</p> <ol style="list-style-type: none"> <li>For non-self-breaking locations, included for walking to the [REDACTED] Member's position.</li> <li>CDS will continue to send Work Details and Lunch Clock details to Workbrain.</li> <li>When the [REDACTED] Member is deployed to Lunch the Lunch Start button will appear after the [REDACTED] Member logs into the system.</li> <li>The [REDACTED] Member will then click on the Lunch Start button to begin their Lunch. The Lunch Start button will be available 15 minutes after the deployed Lunch was to begin.</li> <li>No buttons will be displayed after the 15 minutes has expired. The application code will not recalculate the duration of the Shift prior to the Lunch Start button execution. <b>Note:</b> Requirement 2.</li> </ol>
<b>Primary Actors</b>	CDS users
<b>Secondary Actors</b>	There are no Secondary Actors in this use case.
<b>Iteration / Priority</b>	
<b>Assumptions</b>	
<b>Preconditions</b>	
<b>Triggers</b>	
<b>Post Condition – Success</b>	CDS will display “([REDACTED] Member name) your Lunch is still in progress until (time).”
<b>Post Condition - Failure</b>	

## 8.10 Meal Pay Lunch End Time Login

<b>Description</b>	<p>Meal Pay Lunch End Time Login:</p> <ol style="list-style-type: none"> <li>The end of the Lunch duration is determined by when the [REDACTED] Member clicks on the Lunch Start button and the duration of the [REDACTED] Member's Lunch in CDS.</li> <li>When the [REDACTED] Member returns from Lunch he logs in to CDS. If the deployed Lunch duration has expired, he is presented with a Combined button.</li> </ol>
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## 8.10 Meal Pay Lunch End Time Login

	<ol style="list-style-type: none"> <li>3. The ■ Member clicks on the Combined button and gets his next Assignment.</li> <li>4. If the ■ Member has clicked the Lunch Start button, no button will be displayed until after the Lunch Start <i>plus</i> Duration of Lunch has expired.</li> </ol>
<b>Primary Actors</b>	CDS users
<b>Secondary Actors</b>	There are no Secondary Actors in this use case.
<b>Iteration / Priority</b>	
<b>Assumptions</b>	
<b>Preconditions</b>	
<b>Triggers</b>	
<b>Post Condition - Success</b>	<p>■ Member gets next assignment. Meal Pay <i>Multiple Lunches</i>, repeats the Lunch Start Time and Lunch End Time processes.</p>
<b>Post Condition - Failure</b>	

## 8.11 Meal Pay Errors Created by Members not following the proper procedure

<b>Description</b>	<p>Meal Pay Errors Created by ■ Members not following the proper procedure</p> <ol style="list-style-type: none"> <li>1. If the ■ Member does not click the Lunch Start button after he has been deployed to lunch (and fifteen minutes has elapsed), the ■ member will not see the Combined button until after the Lunch deployed time <i>plus</i> Walk time <i>plus</i> Lunch Duration.</li> <li>2. If the ■ Member is deployed to Lunch but never takes a Lunch, the ■ Member must see the Manager.</li> <li>3. The Manager will uncheck the Lunch Taken flag and give the ■ Member an Assignment.</li> <li>4. The ■ Member then logs in and clicks on the Get Assignment button to get his Assignment.</li> </ol>
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## 8.11 Meal Pay Errors Created by Members not following the proper procedure

<b>Primary Actors</b>	CDS users
<b>Secondary Actors</b>	Member's manager.
<b>Iteration / Priority</b>	
<b>Assumptions</b>	
<b>Preconditions</b>	
<b>Triggers</b>	
<b>Post Condition - Success</b>	Member gets next assignment.
<b>Post Condition - Failure</b>	





## 9. APPENDIX C – BUSINESS RULES

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- A global setting is currently available on the Administrator's Login that will allow for Meal Pay by site.
- CDS has a time buffer built into assignments based on time studies done to determine the average length of time it takes to get from the computer to each position.

*For example:* The computer at Space Mountain is inside the ride at the back of the building and it takes 3 minutes to walk to the greeter position located at the front of the queue line. If a ■■■ Member logs in at 12:00 and gets the assignment to send the current greeter to lunch, that ■■■ Member's lunch time is recorded as starting at 12:03 extending to 12:33.

- If a ■■■ Member is deployed to two positions sequentially that have the same Position Pay Group (e.g. 4ED Dinosaur) and Time Code (e.g. WRK, BRK, Lunch), the two different positions will appear as separate entries in the CDS Activity Log but will be combined into one Work Detail override.

**Note:** This requires testing to prove or disprove. It will be assumed that they are true of the current system and that they currently function as documented above.

- If the ■■■ Member returns late from lunch (duration longer than 30 minutes), CDS creates a Work Detail for the gap using the default scheduled Position Pay Group for that CDS location. If the labor metrics are the same as the next Get Assignment, they are collapsed into a single transaction to Workbrain.

**Note:** This requires testing to prove or disprove. It will be assumed that they are true of the current system and that they currently function as documented above.

- CDS sends a WORK LUNCH Work Detail if the Lunch Taken check box is not selected for the ■■■ Member.

**Note:** This requires testing to prove or disprove. It will be assumed that they are true of the current system and that they currently function as documented above.

This could be contrary to Current Implementation 2.

- A leader cannot change the Lunch Start and Lunch End times for a ■■■ Member without changing the overall schedule.
- Scheduled Day of Lunch Durations continues to be maintained in CDS for each ■■■ Member. CDS uses this to schedule the Lunch Shift.



# 10. APPENDIX D – USER INTERFACES

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This enhancement is limited to the  Deployment System Lunch Clock interface.



# 11. APPENDIX E – ANALYSIS DIAGRAMS

## 11.1 Sequence Diagrams

The following diagrams describe the sequences required for this project.

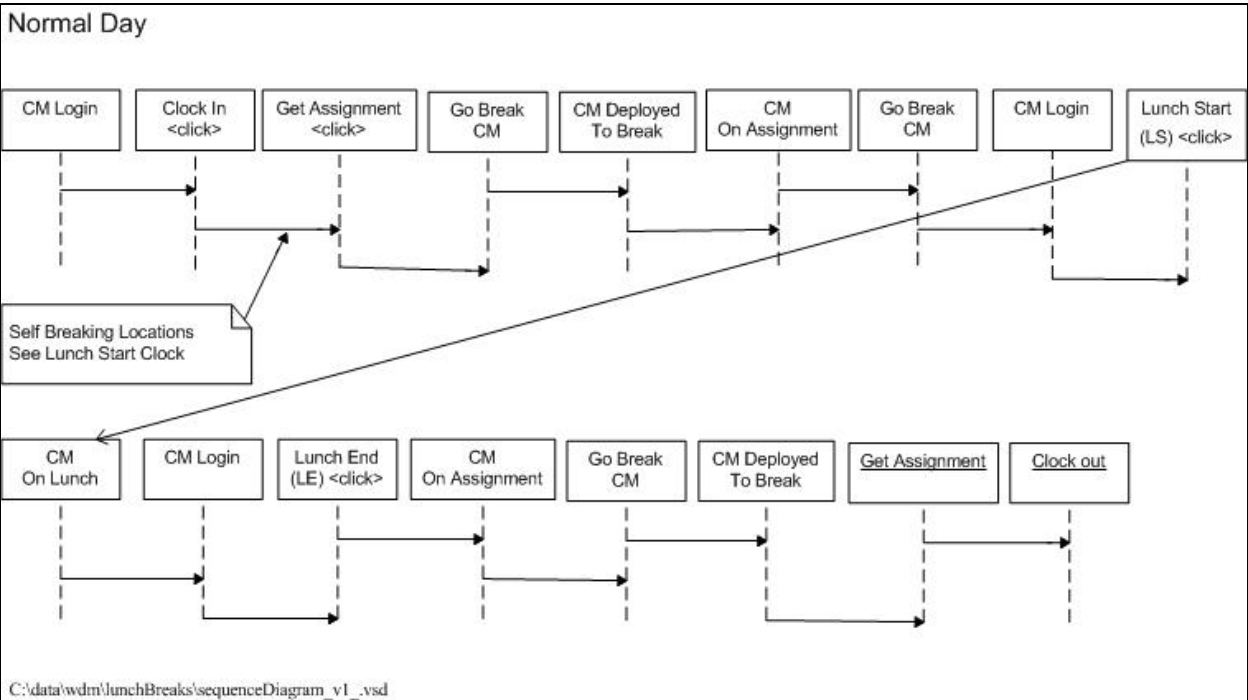


Figure 2 Normal Day Sequence

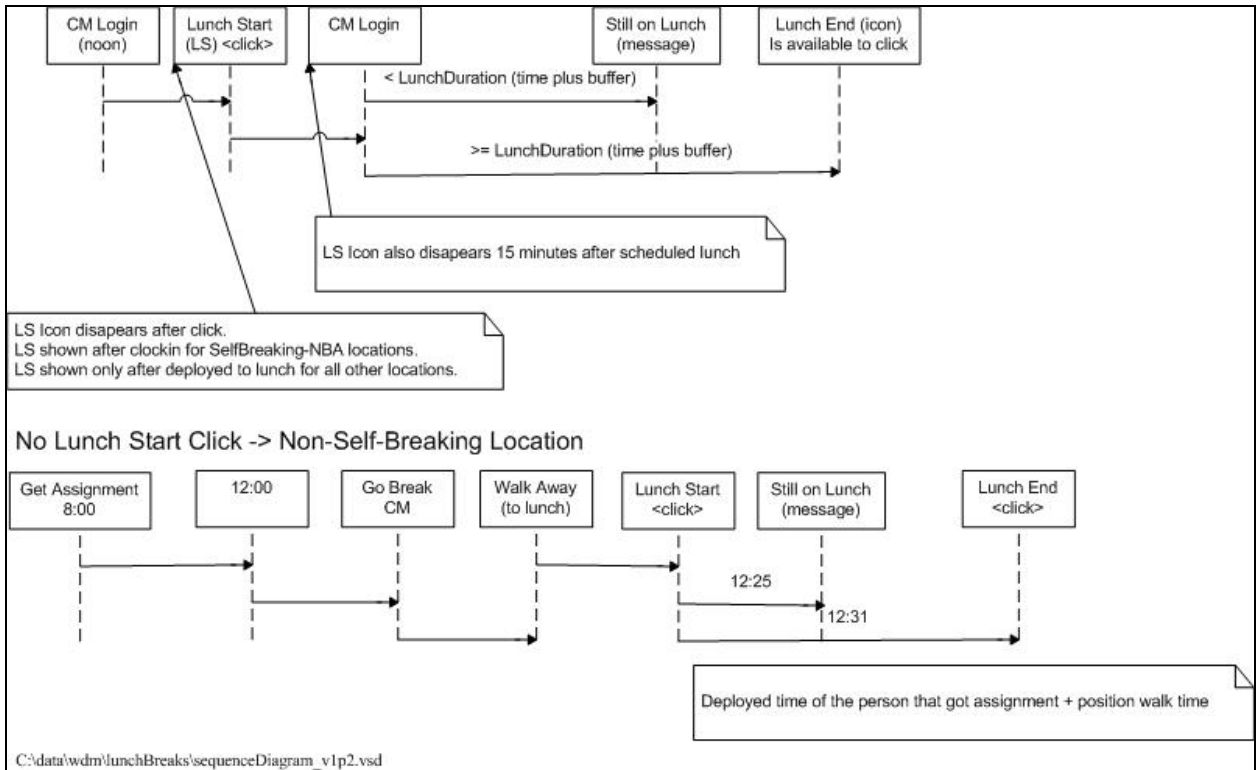


Figure 3 No Lunch Start by Non-Self Breaking Location

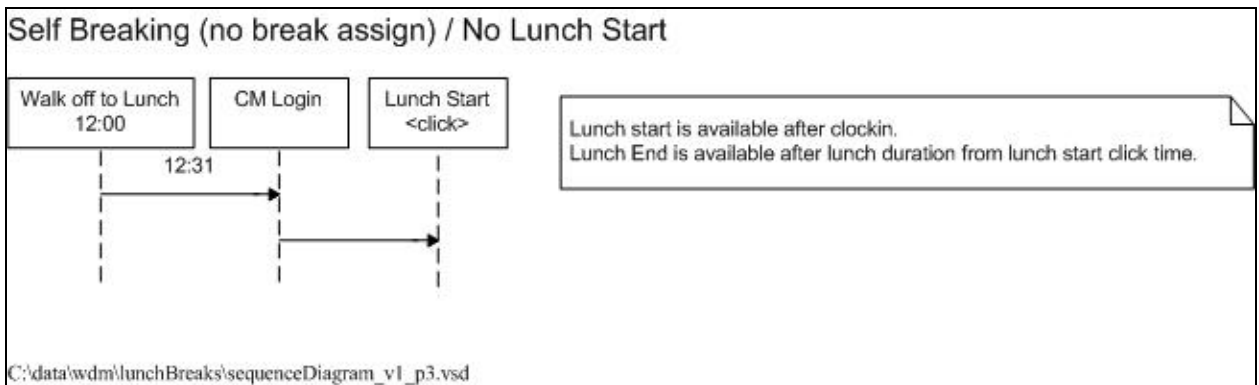


Figure 4 No Assigned Break, No Lunch Start, No Waiver on File Sequence

## 11.2 State Transition Diagrams

The following diagram describes the state transitions related to this enhancement.

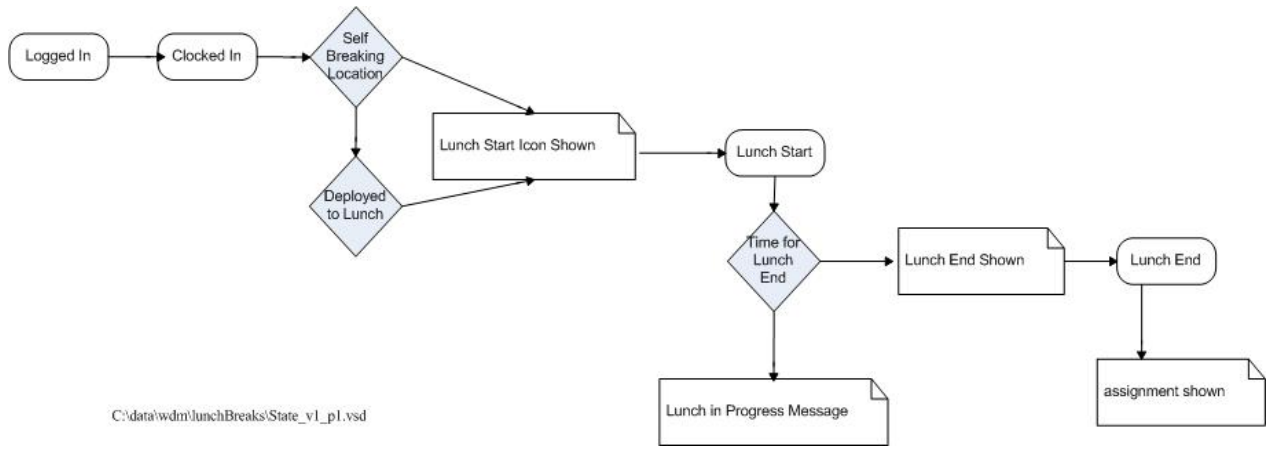


Figure 5 State Transitions





# 12. APPENDIX F – DATA DIAGRAMS

The CDS data models are not altered by this enhancement. The following describes the current state of the data model.

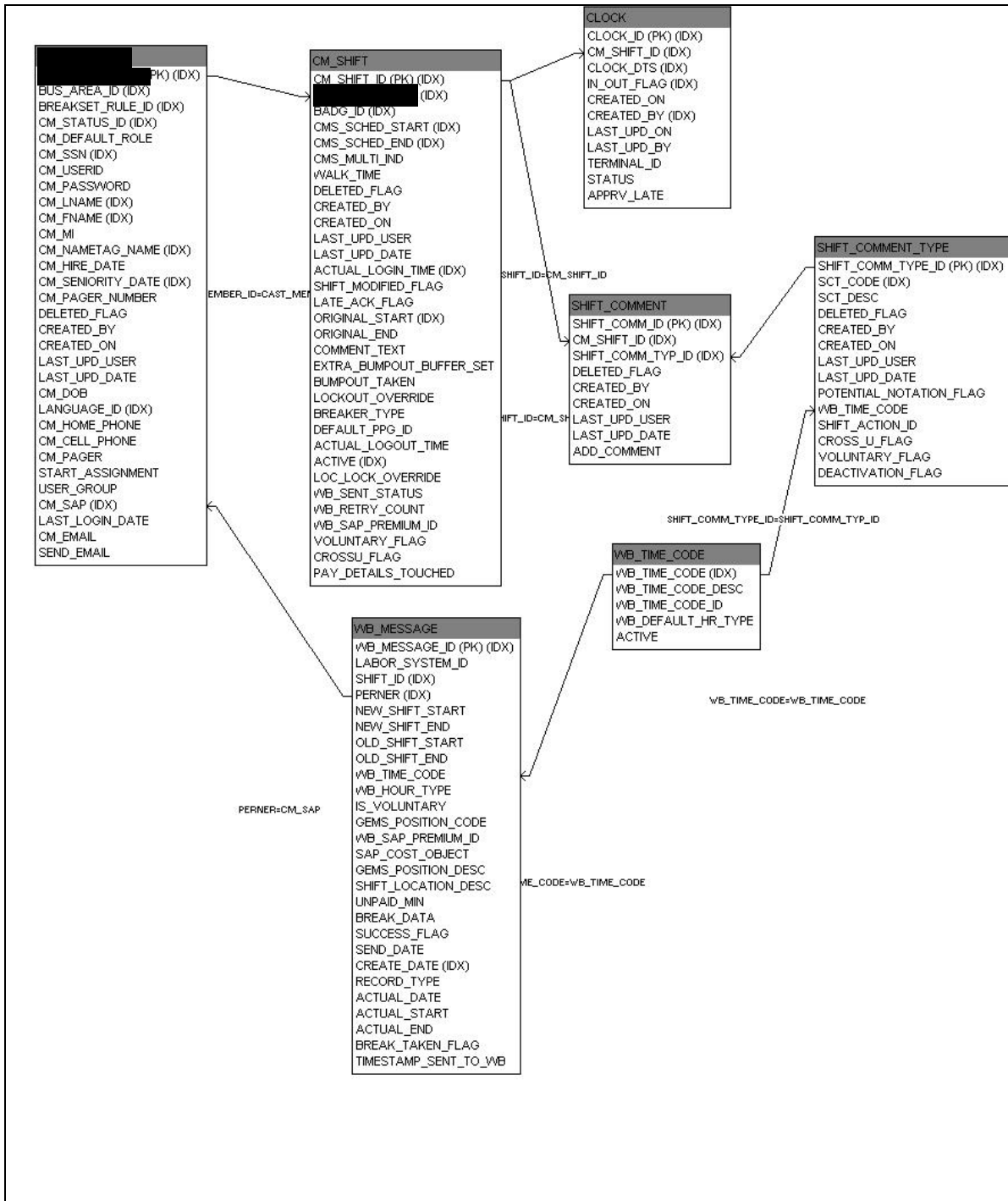


Figure 6 Meal Pay Enhancement Relevant Data Model



# 13. APPENDIX G – DATA DICTIONARY

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This documentation is not necessary for this enhancement project.



# **14. APPENDIX H – PRODUCT RECOMMENDATION (IF APPLICABLE)**

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There are no product recommendations for this enhancement.



# 15. SIGNATURE PAGE

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\_\_\_\_\_  
[REDACTED], Project Manager Date

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\_\_\_\_\_  
[REDACTED], Technical Specialist Date

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*All Other Reviewers/Approvers*  
By signing below, you signify that you have reviewed this document and approve the project to move forward to the next phase.

\_\_\_\_\_  
[REDACTED], IT Manager Date

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\_\_\_\_\_  
[REDACTED], Manager, Labor Process and Systems Date

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\_\_\_\_\_  
[REDACTED], Manager, Operating Labor Projects Date

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[REDACTED], TA Project Testing Analyst Date

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[REDACTED], IT Director Date

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[REDACTED], Manager, Information Security Date

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██████████, Manager, Architecture

Date

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