City of Augusta, GA
TRIMBLE UNITY UPGRADE

1 Overview

The following sections outline the primary tasks associated with the effort to migrate the City's Cityworks environment to the Trimble Unity SaaS solution. For each task, a description is provided to define the scope of work, along with the key assumptions that establish the basis for planning, estimating, and execution. These tasks, descriptions, and assumptions are intended to clarify responsibilities, align expectations, and ensure a common understanding of the activities required to successfully complete the upgrade.

It is important to note that the hours and effort presented are preliminary estimates based on the information currently available. Actual effort may vary as additional project requirements are identified, assumptions are validated, and the project scope is further refined. In particular, the estimate remains preliminary because the number of existing Inboxes that will need to be converted to Dashboards and the number of Saved Searches that will need to be converted to Queries are currently unknown. The estimates may also be adjusted based on the extent to which Augusta is able to perform certain tasks, provide necessary resources, data, or support, thereby reducing or shifting the level of effort required from Woolpert. As Woolpert gains a more detailed understanding of the project objectives, technical environment, and implementation approach, these estimates may be refined accordingly.

2 Tasks

Below is the task list, descriptions, and assumptions for the proposed effort. The tasks are intended to provide a high-level overview of the work anticipated for this project and the associated activities required to support a successful implementation. Each task includes a description of the expected work and the assumptions used to develop the estimated level of effort.

2.1 Project Management

This task includes overall project coordination, planning, communication, and oversight throughout the Unity upgrade effort. Woolpert's Project Manager will serve as the primary point of contact, facilitate project kickoff activities, coordinate resources, manage the project schedule, track risks, issues, and action items, and provide regular status updates to project stakeholders.

2.2 Phase 1 | Design

During the Design Phase, Woolpert will work closely with Augusta to establish the foundation for a successful Unity upgrade. Activities include conducting a project kickoff meeting to review project objectives, scope, timeline, roles, and responsibilities; issuing and reviewing Requests for Information (RFIs) to gather details regarding configurations, integrations, reporting requirements, and technical dependencies; and evaluating the existing Cityworks environment to prepare for migration to Unity. Woolpert will coordinate the migration of the database to the Unity platform, including reviewing migration requirements, identifying potential risks, and validating migration readiness. This phase will also include transition planning activities to define the deployment

approach, user adoption strategy, training needs, testing expectations, go-live considerations, and post-upgrade support requirements.

The outcome of the Design Phase is a clearly defined upgrade strategy, validated project assumptions, a roadmap for successfully transitioning Augusta from its current environment to the Unity platform, software version upgrade to Cityworks 23.x, migrated Production environment to the Trimble Unity Sandbox.

2.3 Phase 2 | Develop

During the Development Phase, Woolpert will configure and update the Unity sandbox environment to support Augusta's operational requirements. This effort includes the migration and validation of Cityworks XML configurations, the creation and configuration of Unity dashboards and saved queries, and the update of existing database customizations to ensure compatibility with the Unity platform. Woolpert will also review and modify integrations as needed to support continued connectivity with external systems and business applications. As an Optional Task, reports can be evaluated and migrated to the appropriate Unity reporting framework, with updates made to ensure reports function as expected in the new environment. Upon completion of these configuration and development activities, Woolpert will prepare and provide an updated database to Trimble for processing and deployment activities, ensuring the environment is properly configured and ready for subsequent testing and implementation phases.

The main objective of this phase it to have an environment ready for deployment.

2.4 Phase 3 | Deploy

During the Deployment Phase, Woolpert will support Augusta through system validation, user readiness, and production implementation activities to ensure a successful transition to Unity. This phase includes supporting user acceptance testing (UAT), assisting with issue resolution, validating migrated configurations and integrations, and coordinating testing activities to confirm the system functions as expected. Woolpert will also provide end-user training to familiarize staff with the Unity interface, updated workflows, dashboards, saved queries, reporting capabilities, and other new functionality introduced as part of the upgrade. Following successful testing and user signoff, Woolpert will coordinate and support the production launch, including deployment planning, go-live activities, system verification, and immediate post-launch support to ensure a smooth transition with minimal disruption to daily operations.

The objective of this phase is to prepare users for adoption, validate system readiness, and successfully deploy the Unity platform into production.

3 Estimated Effort / Assumption

The level of effort presented represents Woolpert's best estimate based on the information currently available and our understanding of Augusta's existing Cityworks environment, business processes, integrations, and reporting requirements. **As additional information is gathered and the project progresses through the design and discovery process, actual effort may vary.** Some estimates may be conservative and could require additional effort from Augusta's team to support activities such as requirements gathering, testing, validation, configuration reviews, data preparation, training participation, and issue resolution. **Regardless of the final level of effort, the Unity upgrade will be a collaborative endeavor requiring active participation and close coordination between both Woolpert and Augusta technical and business resources to ensure a successful migration, deployment, and adoption of the Unity platform.**

Below highlights the estimated effort from the Woolpert and Augusta teams.

Table 1 - Woolpert Estimated Effort

Role	Woolpert Estimated Hours
Woolpert Program Director	20
Woolpert Project Manager	157
Woolpert Lead Analyst	566
Woolpert Lead Developer	140
Woolpert Report Designer	0-251
Woolpert Technical SME	68
TOTAL ESTIMATE:	**951-1202 hours**

Table 2 – Augusta Estimated Effort

Role	Woolpert Estimated Hours
Augusta Project Manager	40
Augusta Technical Analyst	936
TOTAL ESTIMATE:	**976 hours**

NOTE on hours for Augusta Technical Analyst: Hours for the Augusta Technical Analyst mostly include hours to support the following tasks: Dashboard and query development, Style configuration, Custom development and testing, Reporting, User Acceptance Testing (UAT) and UAT updates, End-user training, and go-live support.

4 Timeline / Cost

The level of effort and costs presented below are planning estimates based on Woolpert's current understanding of Augusta's existing environment, business requirements, integrations, reporting needs, and upgrade objectives. Given the number of variables associated with a Unity upgrade, Woolpert recommends executing this engagement as a Time and Materials (T&M) project with a not-to-exceed value of **$246,100** with the optional reporting phase or **$197,600** without the reporting phase**.** The estimated project duration is approximately six (6) months, assuming timely participation from Augusta stakeholders, availability of required resources, and completion of project dependencies according to the agreed-upon schedule. The phase descriptions and associated estimates provided below represent Woolpert's best estimate of the effort required at this time and may be refined as additional information is gathered during the project. Each phase includes the anticipated tasks, assumptions, and level of effort required to successfully plan, develop, test, and deploy the Unity platform.

Table 3 – Woolpert's Estimated Fees

Task	Fee Estimate
Project Management	$32,000
Phase 1 | Design	
Request for Information	$3,000

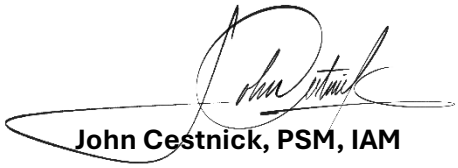
Task	Fee Estimate
Project Kick Off	$1,900
Migrate to Trimble Unity Sandbox	$1,600
Transition Planning	$3,000
Phase 2 | Develop	
Software Configuration	$36,000
Custom Development	$24,000
Integrations	$21,000
Reporting	$0 - $48,500
Trimble Unity Sandbox Refresh	$2,100
Phase 3 | Deploy	
User Acceptance Testing	$18,000
End User Training	$25,000
Production Launch	$20,000
Phase 4 | Ad-Hoc Support	$10,000
TOTAL WOOLPERT FEE ESTIMATE:	**$197,600 – $246,100**

Woolpert appreciates the opportunity to develop this estimate and recognizes that every Unity upgrade project presents unique requirements and considerations. We would be pleased to review the proposed estimate, assumptions, effort estimates, and project approach with the Augusta team in greater detail and answer any questions regarding the activities outlined in each phase. Our goal is to ensure a clear understanding of the proposed work, validate assumptions, and collaboratively refine the project plan as needed to support a successful Unity upgrade. We look forward to partnering with Augusta throughout this effort and working together to establish an approach that best meets the City's objectives, schedule, and budget.

Sincerely;
Woolpert, Inc.



Ryan Butler
Technical Team Lead, Vice President



John Cestnick, PSM, IAM
Program Director, Vice President