Proof of Proposal Test for Resource Scheduling

Introduction

The Proof of Proposal (PoP) test will verify mandatory technical requirements. The top bid to pass all the mandatory requirements will be subjected to this test. The PoP test will be conducted virtually with the RCMP viewing remotely (via TEAMS, Skype, TeamViewer, etc). The bidder will demonstrate how they meet the requirements by performing the below test scenarios. If a bidder does not successfully pass the PoP Test, its bid will be declared non-compliant, that bidder will be eliminated from the process and the next highest scoring bidder will be subjected to the PoP test.

Assumptions

A representative of the Bidder must execute the PoP Test, which will be witnessed and scored by the RCMP.

- The Bidder's representatives have expert knowledge of all the Solution components and capabilities.
- All hardware and software used for the PoP must be provided by Bidder.
- The bidder must be available to conduct the PoP test within 14 business days of the request from the RCMP.

The following section is intended to confirm the bid is able to demonstrate the mandatory technical requirements and document the test results. The test scenarios that have been created are non-Solution specific. The environment can be set up dynamically based on the execution needs of each scenario.

Scenario 1: The bidder must demonstrate creating a class in the system and then scheduling an instance of that class (session).

Scenario Step	Description	PASS/FAIL
1.1	Create a new class	
1.2	Categorize the class (ie. Firearms Training)	
1.3	Assign facility resource requirements to that class (ie. Computers, fire ranges, data protectors)	
1.4	Assign one or more prerequisites for that class	
1.5	Add an instance of this class to the schedule	
1.5a	Demonstrate that the system can notify or resolve conflicts by attempting to book another session using the same facility causing a double booking.	
6	Show how a class, once created, can be added to a curriculum template and reused	

Scenario 2: The bidder must demonstrate how the solution can create a new facilitator in the system that can be scheduled to instruct the classes they are qualified to instruct.

Scenario Step	Description	PASS/FAIL
2.1	Create a new facilitator	
2.2	Assign the facilitator qualification	
2.3	Schedule them to instruct an instance of a class (session)	
2.3a	Demonstrate that the system notifies the users of errors by attempting to schedule and instructor to a session where the qualifications are not met	
2.4	Demonstrate how the facilitators can view their schedule and are notified of schedule changes	

Scenario 3: The bidder must demonstrate the creation of a new class group (collection of students)

Scenario Step	Description	PASS/FAIL
3.1	Create a class new group and assign it a name (ie. Troop 01-2021/22)	
3.2	Import a list of student details	
3.3	Assign each new student housing accommodations.	
3.4	Demonstrate how the new class group will be assigned a class schedule.	
3.4a	Show that business rules are applied during the scheduling process.	
3.5	Demonstrate at least one method in which a student or class group can view their schedule	

Definitions

Class: A reusable definition of a course where a portion of a module will be taught. Each class has unique properties and requirements: acceptable location types, number of instructors needed, additional resources required.

Class Category: The subject that the class pertains to. (ie Firearms Training, Driving, Defensive Tactics)

Class groups: A collection of Students who are being trained at the same time with the same start and end date.

Module: Is a group of sessions that make a unit of instruction on a particular subject, skill or competency.

Qualification: A condition or that must be met in order for an individual to be competent to train or instruct a particular session or modules.

Resource: An instructor, physical space, or equipment needed for the instruction of a module.

Session: A class that has been scheduled and is now a single teaching event. A portion of a module.