

ATTACHMENT A
RFP #5878 Z1
Technical Requirements Matrix

Bidders shall complete a Technical Requirements Matrix to provide Technical Support for Digital Signage for Nebraska Game and Parks Commission. Bidders are required to describe in detail how their proposed solution meets the specifications outlined within each Technical Requirement.

The Traceability Matrix is used to document and track the project requirements from the proposal through testing to verify that the requirement has been completely fulfilled. The contractor will be responsible for maintaining the contract set of Baseline Requirements. The Technical Matrix will form one of the key artifacts required for testing and validation that each requirement has been complied with (i.e., 100% fulfilled).

The Technical Requirements Matrix must indicate how the bidder intends to comply with the requirement. It is not sufficient for the bidder to simply state that it intends to meet the requirements of the RFP. The State will consider any such response to the requirements in this RFP to be non-responsive. The narrative should provide the State with sufficient information to differentiate the bidder's technical solution from other bidders' solutions.

The bidder must ensure that the original requirement identifier and requirement description are maintained in the Traceability Matrix as provided by the State

How to complete the traceability matrix:

Column Description	Bidder Responsibility
Req #	The unique identifier for the requirement as assigned by the State, followed by the specific requirement number. This column is dictated by this RFP and must not be modified by the bidder.
Requirement	The statement of the requirement to which the bidder must respond. This column is dictated by the RFP and must not be modified by the bidder.

Bidders should provide a response to each of the following requirement in the space provided below.

TRM-1	Describe the software, hardware and mechanisms the bidder will use to create the Floating Images Screen Tiles (Area 1). <ol style="list-style-type: none"> 1. Describe what the user experience will be for this feature, and 2. Provide images of similar installations.
Bidder Response:	
TRM-2	Describe the bidder's work in developing interactive wayfinding kiosks. (Area 2)
Bidder Response:	
TRM-3	Describe the software, hardware and mechanisms you will use to create the Interactive Wayfinding Kiosks.
Bidder Response:	
TRM-4	Provide examples of what the public interface of the interactive kiosk would look like. (Area 2)
Bidder Response:	
TRM-5	Provide examples of what amenities the kiosk would be able to detail for the end user (Area 2)
Bidder Response:	
TRM-6	Describe the software, hardware and mechanisms the bidder will use to create the interactive mountain biking experience (Area 3).
Bidder Experience:	
TRM-7	Provide visuals as to what the game would look like for the end user. (Area 3)
Bidder Response:	

TRM-8	Describe the software, hardware and mechanisms the bidder will use to create the Quarantine Video (Area 4); including how the bidder would incorporate audio into the video that would be heard by those in the immediate area of the video only. Those in the surrounding areas must not hear the audio.
Bidder Response:	
TRM-9	Provide samples of what each of the public interface screens will look like for the Nature Center Interactive Interpretation Stations (Area 5) and the Aquarium Interactive Interpretation Stations (Area 6) including: <ul style="list-style-type: none"> - attract loop (Area 5 & 6) - landing page allowing user to select 4-6 species to investigate (Area 6) - species-specific main page (Area 5 & 6) - four additional pages with more specific content (Area 5 & 6)
Bidder Response:	
TRM-10	Please describe the software, hardware and mechanisms the bidder will use to create the Nature Center Interactive Interpretation Stations (Area 5) and the Aquarium Interactive Interpretation Stations (Area 6)
Bidder Response:	
TRM-11	Please describe the software, hardware and mechanisms the bidder will use to create the Aquarium Ecosystems Videos (Area 7).
Bidder Response:	
TRM- 12	Please describe, in detail, how users will interact and experience the following three features of Area 8: Fish Activity Station. Provide details of what public users will do with each activity, how they will interact with each activity and what features will be provided for the user with each activity. Please provide samples of the public interface screen mock-ups. <ol style="list-style-type: none"> 1. Build A Fish 2. Draw a Fish 3. Fish Game
Bidder Response:	

TRM-13	Please describe the hardware and mechanisms the bidder will use to create the Fish Activity Station (Area 8)
Bidder Response:	
TRM- 14	<p>Describe the bidder's online dashboard system for content updates and changes. Include in the description if the online system has the capabilities to:</p> <ol style="list-style-type: none"> 1. be used and provide content updates both locally and remotely, 2. provide NGPC staff with the ability to manage, in real-time, all content on all features, 3. provide NGPC staff with real-time information regarding problems including the ability to manage and correct problems remotely, 4. compatible with all standard browsers, and 5. ability to remotely determine how often each sign is used and how long users are spending at each experience.
Bidder Response:	
TRM-15	Detail the training the bidder will provide to NGPC staff on maintaining hardware and software, updating sign content, and using the online dashboard that is provided at no additional cost to the State..
Bidder Response:	
TRM- 16	1. Detail the bidder's 24/7/365 support
Bidder Response:	
TRM-17	<ol style="list-style-type: none"> 1. Detail the bidder's warranty policy including what is covered under this policy (verses the maintenance or software licensing fees), 2. How long the warranty period lasts, and 3. How your company will solve issues that arise during the warranty period.
Bidder Response:	