DEEP SPACE™

GETTING LIVE ON DEEP SPACE

Three streams, one simple path to go live

Deep Space looks like a big platform, but it breaks into three workflows. You do not switch everything on at once. You pick the stream that matters most, put one live project through it end to end, and the value becomes real the moment live work hits the system. Most builders start with Commercial.

THE THREE STREAMS

STREAM 1 · MOST BUILDERS START HERE

Commercial

End to end from estimate to budget, commitments, claims, reconciliation and reporting. This is where the money is controlled.

Estimate & BoQ · Budget · Subcontracts & POs · Claims · WIP reporting

STREAM 2

Preconstruction

Winning work. Opportunities, tenders and subcontractor tendering that flow straight into the commercial setup once you win.

Opportunities · Tenders · Subby tendering

STREAM 3

Delivery

Running the project on site. Programme, notices, document control and HSEQ, bundled so the site team works from one place.

Programme · Notices · Doc control · HSEQ

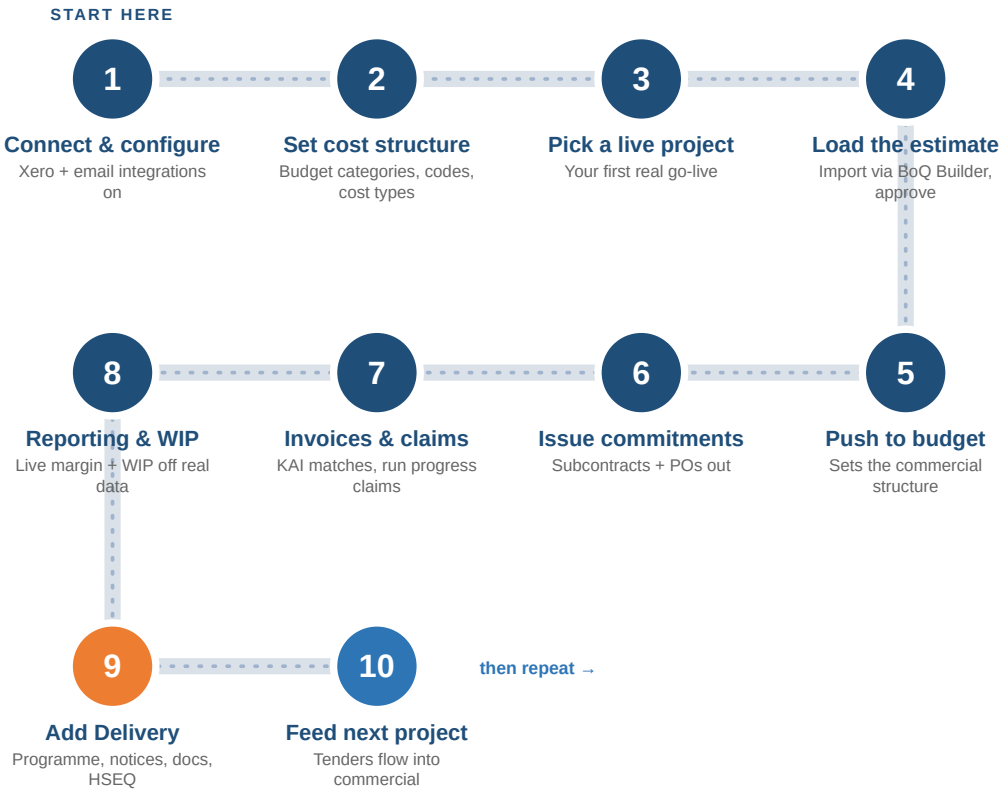
Start with one live project, not the whole business.

Pick a live project as your first go-live. A demo project never sticks. The moment a real estimate goes in and real commitments go out, the whole team sees it is real.

YOUR GO-LIVE PATH

Deep Space boasts a lot of features, but at go-live it is really just doing what you already do today, scattered across point solutions, spreadsheets, email and paper, now in one connected place. You are not learning a new way to build. Follow the project lifecycle from start to finish, one stage at a time, and each new project runs the same loop faster than the last.

COMMERCIAL · DELIVERY · PRECONSTRUCTION



KEEP IT SIMPLE

- **One stream first.** Get Commercial live on a project end to end before you layer in Delivery and Preconstruction. Depth beats breadth at go-live.
- **Bring the right people at the right time.** Start with the project team (PM, CA, QS), loop in accounts when the invoice inbox turns on, then the site team as Delivery comes on. Train on the live project, not a demo.
- **Then run the same loop again.** Once the first project cycles all the way through, repeat it on the next project. Each run gets faster and the team gets more confident.