

A hand is shown in the foreground, reaching out to interact with a complex, futuristic digital interface. The interface is composed of various data visualizations, including bar charts, line graphs, and circular gauges, all rendered in a blue and white color scheme. The background is dark, making the glowing elements of the interface stand out. The overall aesthetic is high-tech and modern.

Columbus Global CE Agile Methodology

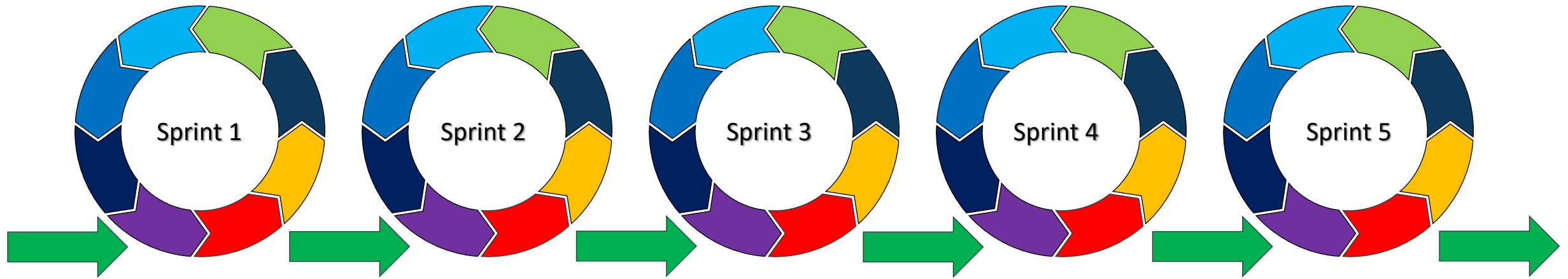
2020

Overview of Agile – what is a Sprint ?



- Sprints are typically 1 to 2 weeks duration
- Requires a lot of real engagement from the client – much more than waterfall
- Learning and Sprints mean hands-on is much quicker
- No education or large testing required at the end.
- Different milestone points and documentation
- Shared effort on System Design

Overview of Agile – Sprints make up a project.

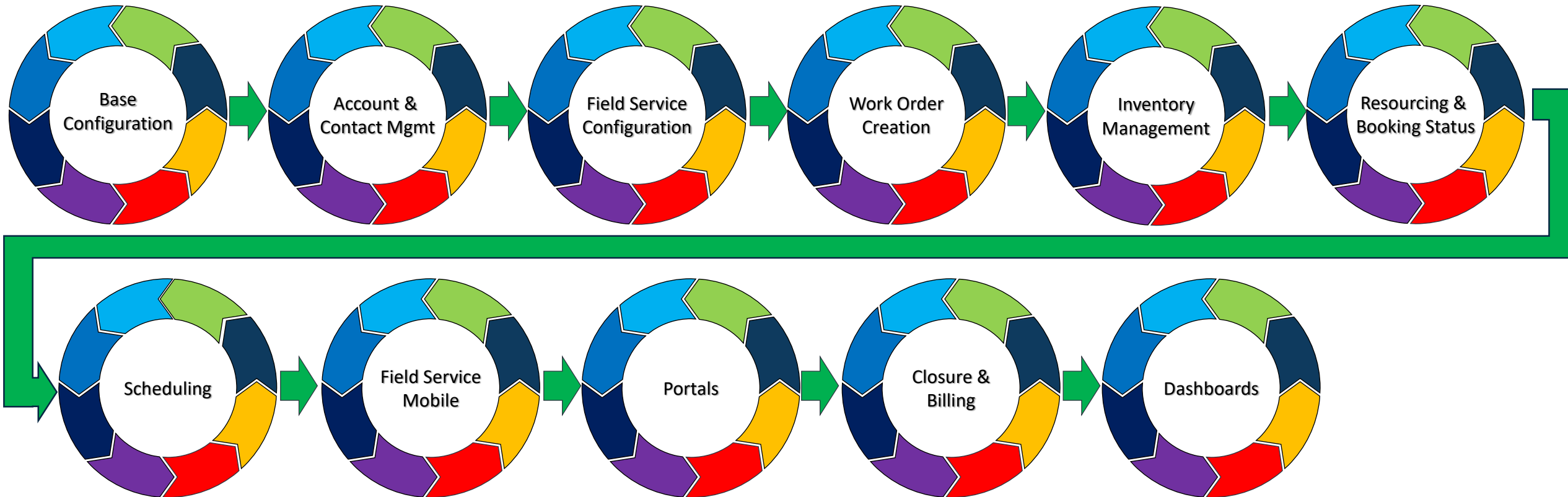


- Sprints normally run serially
- Organised and led by the Scrum-Master
- Involves BDMs from the client – each sprint can involve different BDMs
- Typically includes a core from client that forms the “champions” for the new solution

Overview of Agile

- Each sprint will consist of joint workshops to do the following:
 - Walk you through the “out of the box” system to show you how to use it
 - Capture and document fits and gaps to how you would like to work
 - Share this documentation with you
 - You will be given access to the out of the box system for hands on experience as part of your self learning
 - We will have an open call for 1 hour at the end of each day to answer questions and provide support
 - Columbus will build the system to fill the gaps
 - Walk you through the configured area and the sprint will be closed
 - You will be given access to the configured area for hands on experience and self learning

Sprint Overview for Field Service



Deliverables and Milestones

- At start of project
 - Project Kickoff
 - Document and Signoff “Key Objectives Document”
- For each sprint:
 - Milestone 1 – Signoff of Shared Findings Agreement
 - Milestone 2 - Completion of Team Playback – Sprint Sign-off
- At end of project
 - Review, amend, and Signoff “Key Objectives Document”

