# CS 250 Agile Team Charter Template

To complete this template, replace the bracketed text with the relevant information.

## SNHU Travel

| Item | Response |
| --- | --- |
| **Business Case/Vision**  (value to attain) | SNHU Travel aims to be a leading travel booking platform, providing convenience and efficiency to travelers. Our vision is to offer a user-friendly interface, a wide selection of options, and exceptional customer service. |
| **Mission Statement**  (result to accomplish) | Our mission is to develop a robust and user-centric travel booking platform that simplifies the process. We aim to provide an exceptional customer experience through innovative technologies and collaboration with stakeholders. |
| **Project Team**  (team members and roles) | Product Owner: Christy  Scrum Master: Ron  Developers: Nicky  Testers: Brian |
| **Success Criteria** | Start date: January 1 2023  Expected completion date: June 30 2023  Final deliverable: Fully functional travel booking platform  Key project objectives:   1. Develop an intuitive user interface for seamless booking experience. 2. Implement robust search and filtering functionalities for accommodations, flights, and activities. 3. Integrate secure payment gateway for transactions. 4. Optimize performance and scalability to handle a high volume of users. 5. Incorporate feedback loops and iterate based on user testing and market research |
| **Key Project Risks** | * Delays in integrating external APIs for flights and accommodations. * Inadequate data quality from third-party providers. * Technical challenges in ensuring data security and privacy. * User acceptance and adoption of the platform. |
| **Rules of Behavior**  (values and principles) | 1. Collaboration: Foster teamwork and knowledge sharing. 2. Respect: Value contributions and diverse perspectives. 3. Accountability: Meet deadlines and deliver quality work. 4. Continuous Improvement: Embrace learning and growth. 5. Transparency: Open communication on progress, challenges, and decisions. |
| **Communication Guidelines**  (scrum events and rules) | * Daily Scrum: 9:00 AM updates, progress, and impediments. * Sprint Planning: Define goals, user stories, every two weeks. * Sprint Review: Gather feedback, incorporate stakeholders' input. * Retrospectives: Reflect and identify areas for improvement. * Communication channels: Slack for daily collaboration, email for formal communication. |