# CS 250 Agile Team Charter Template

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

## SNHU Travel system

| Item | Response |
| --- | --- |
| **Business Case/Vision**  (value to attain) | Expanding SNHU Travels customer base |
| **Mission Statement**  (result to accomplish) | Expanding the kinds of travel plans and create a web page for the travel agency |
| **Project Team**  (team members and roles) | Christy: Product Owner  Ron: Scrum Master  Brian: Tester  Nicky: Developer  Amanda: Client |
| **Success Criteria** | Start date: 7/14/2024  Expected completion date: 8/11/2024  Final deliverable: Web page for travel plans  Key project objectives: a niche vacation booking system |
| **Key Project Risks** | Not meeting deadline  System not working |
| **Rules of Behavior**  (values and principles) | All members will be treated with respect  Constructive feedback is needed when able |
| **Communication Guidelines**  (scrum events and rules) | Meetings will start at the start of the workday (9am) in the meeting room  Unless on sick leave or not scheduled everyone must be at the meeting.  Meeting minutes will be made the following day for everybody. |

Some of the key questions are what I did yesterday and what do I do today. This help the team achieve their goals is by figuring out what has been done and what still needs to be done. Knowing this we will know how much time is left. Another question is what impedes me. When this question is asked and answered at a scrum you will be able to fix that by getting input from the other members of the team. The way the scrum master facilitates the scrum is by passing a ball around to each of the team members and the answer the 3 questions this makes sure that everyone is made to answer the 3 questions if they can. I believe that the actions where very effective it got everyone to get on the same page and also got everyone the ability to help each other by trying to help with their impediments