# David Burrell

CS-250 Software Development Life Cycle

# CS 250 Agile Team Charter Template

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

## SNHU Travel – Vacation Booking System

| Item | Response |
| --- | --- |
| Business Case/Vision(value to attain) | Help SNHU Travel increase their sales by providing an easy to use online platform for customers to book niche vacation packages. |
| Mission Statement(result to accomplish) | Create an online platform that will offer niche vacation packages to SNHU Travel customers and expand their audience |
| Project Team(team members and roles) | Christy – Product Owner  Ron – Scrum Master  Nicole – Developer  Brian – Tester  Amanda – Client |
| Success Criteria | Start date: 3/15/2021  Expected completion date: 4/18/2021  Final deliverable: 4/19/2021  Key project objectives: Create a booking system for trendy, niche vacation packages and gain a larger audience for SNHU Travel in the United States |
| Key Project Risks | Fail to complete the project before the deadline.  Unable to fulfill client needs. |
| Rules of Behavior(values and principles) | 1. All team members will treat each other with respect. 2. Constructive feedback is a valuable part of our success. We will not take offense and all team members will ensure all feedback is provided in a constructive manner always. 3. Open communication among the team is always welcomed and valued. 4. We will recognize and celebrate all individual and team accomplishments. 5. We will accept responsibility and be accountable for our actions. |
| Communication Guidelines(scrum events and rules) | 1. We will hold regular daily meetings in the team room at 9am each workday. 2. We will make every effort to attend all scheduled meetings in person. 3. Meeting minutes will be sent out within 24 hours of each meeting. 4. The responsibility for meeting scribe will be shared by all team members on a rotating basis. 5. All team members are expected to be on time for all meetings. |