# CS 250 Agile Team Charter Template

## SNHU Travel

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| Item | Response |
| --- | --- |
| **Business Case/Vision** | Help SNHU Travel expand their customer base by providing a site that offers niche travel packages. |
| **Mission Statement** | Create a site that enables customers to view, book, and pay for niche travel packages within 5 weeks. |
| **Project Team** | Product Owner: Christy  Scrum Master: Ron  Developer/Programmer: Nicky  Tester: Brian |
| **Success Criteria** | Start date: 10/31/2022  Expected completion date: 11/28/2022  Final deliverable: travel site  Key project objectives: ability to book travel packages |
| **Key Project Risks** | Time Constraint – 5 weeks deadline.  Creating these travel packages – communicate constantly with SNHU Travel client over pricing details, packages, etc. |
| **Rules of Behavior** | 1. Communicate – all team members should feel valued and respected when voicing their opinions/concerns. 2. Respect and Responsibility – respect each other’s time by being on time, respect others’ work, opinions, and actions. Take responsibility for your work and actions. 3. Collaboration – work together as a team to meet sprint deadlines, use consensus approach when making team decisions. 4. Have Fun – celebrate our accomplishments, work together, learn from each other, and get creative with the HTML/CSS aspects of this website! |
| **Communication Guidelines** | Daily meetings are a MUST. 15 minute meetings every day before the day begins- no cell phones, no outside distractions – to discuss what was accomplished the day before, what we hope to accomplish today, and who will be doing what. Sprints and their timeboxes will be decided upon before the project begins, and the scrum board will be updated as we go along. All team members are expected to be at these daily meetings. Communicate if you will not be at work, or any other impediments along the way. Any project deadline’s that are moved or sprint deadlines that are moved will be decided as a team and members will always be kept in the loop. |