# CS 250 Agile Team Charter Template

## SNHU Travel Booking System

| Item | Response |
| --- | --- |
| **Business Case/Vision**  (value to attain) | SNHU Travel would like to expand their United States market by creating a travel site that can book trendy, niche vacation packages. |
| **Mission Statement**  (result to accomplish) | SNHU Travel gets great deals for the places people want to travel. They want to continue this while expanding their client base through the use of new tools. |
| **Project Team**  (team members and roles) | Product Owner: Creates and prioritizes the product backlog  Scrum Master: Assembles an agile team, creates the agile team charter, and schedules events  Tester: Creates criteria defining what is acceptable. Creates tests using this criterion to see if the developed code is acceptable. Checks for vagueness in user stories and code as well as clarifies them. Runs tests and studies the results to make sure code is acceptable. If issues or errors are found they will work with the team to efficiently resolve them.  Developer: Uses correct software engineering practices to design and develop code that meets client’s needs. They show good teamwork by participating in peer reviews and working with teammates. There should be enough designs produced to iterate. |
| **Success Criteria** | Start date: 1/17/2022  Expected completion date: 2/21/2022  Final deliverable: Vacation booking system  Key project objectives:  -Find good deals for travel packages  -Cater to US audience  -Travel site- runs on web |
| **Key Project Risks** | -Tight timeline  -Budget |
| **Rules of Behavior**  (values and principles) | The team will create a functioning booking system in as timely a manner as possible. No one on the team will be held above the other with special titles. The team will work together to share knowledge. Each members opinion matters, it will be listened to by the team. Together, the team will make decisions that are best for the project and client after careful consideration of all options. |
| **Communication Guidelines**  (scrum events and rules) | During Sprint Planning work placed into the backlog by the Product Owner will be selected for the sprint. It will then be broken down into increments by the team. In the daily standup all team members will state what they worked on the day before as well as what they plan for that day. Any blockers will be mentioned, and the Scrum Master will work to remove them. At the end of each sprint will be a review where the team can talk about the work they completed. Here, they can discuss the progress they have made towards the Product Goal and what should be done next. A Sprint Retrospective is also held to discuss what went well and poorly during the Sprint. This allows the team to decide what they should do differently in order to become more productive in the next Sprint. It also helps them decide what tactics they should keep doing. |

Resources

*Backlog refinement/ grooming: What it is and why & how you do it*. Digite. (2021, October 11). Retrieved January 13, 2022, from <https://www.digite.com/agile/backlog-refinement/>

Charles G. Cobb. (2015). *The Project Manager’s Guide to Mastering Agile : Principles and Practices for an Adaptive Approach*. Wiley.

Cohn, M., Dabrytski, P., & Watts, G. (n.d.). *The scrum events: Scrum alliance [0.25 seus]*. The Scrum Events | Scrum Alliance. Retrieved January 13, 2022, from <https://resources.scrumalliance.org/Article/scrum-events>

Schwaber, K., & Sutherland, J. (2020). *The 2020 Scrum Guide*. Scrum Guide | Scrum Guides. Retrieved January 11, 2022, from https://scrumguides.org/scrum-guide.html#developers