# CS 250 Agile Team Charter Template

## SNHU Travel Project

| Item | Response |
| --- | --- |
| **Business Case/Vision**  (value to attain) | The SNHU Travel project aims to create a trendy, niche vacation booking system that expands the company’s client base by providing unique and attractive travel packages, enhancing the company’s reputation as a leader in the travel industry. |
| **Mission Statement**  (result to accomplish) | Deliver a fully functional and user-friendly travel site within five weeks to allow SNHU Travel to capitalize on the increased interest in vacation travel during peak planning periods. The site will focus on trendy and niche vacation offerings. |
| **Project Team**  (team members and roles) | Product Owner: Christy: Responsible for creating and prioritizing the Product Backlog, maximizing the value of the product, and providing direction on the work to be completed.  Scrum Master: Ron: Facilitates Scrum events, ensures effective Product Backlog management, removes obstacles, and helps the team create high-value products.  Developer – Nicole: Designs and develops code based on solid software engineering practices, participates in peer reviews, and collaborates with the team to ensure flexible design for iteration.  Tester – Brian: Defines acceptance criteria and tests, clarifies ambiguity, executes tests, analyzes results, and collaborates with the team to resolve issues.  Client – Amanda: Provides high-level business goals and requirements. |
| **Success Criteria** | Start date: [Insert date.]  Expected completion date: start date + 5 weeks  Final deliverable: A functional travel site for niche vacation bookings  Key project objectives:   * Launch the site within five weeks * Gain a broader customer base in the U.S. through trendy, niche vacation offerings * Seamless customer experience with reliable booking capabilities |
| **Key Project Risks** | * Short timeline may cause potential delays if technical challenges arise * Ensuring niche packages align with market trends and customer demand * Integration issues with existing travel booking systems |
| **Rules of Behavior**  (values and principles) | * Foster an open, collaborative environment where all team members contribute * Respect different perspectives and communicate effectively * Focus on achieving sprint goals through transparency and accountability |
| **Communication Guidelines**  (scrum events and rules) | * Daily Scrum: 15-minute stand-up meetings at 10 AM to review progress and discuss obstacles * Sprint Planning: Sessions at the start of each sprint to define backlog items and set goals * Sprint Review & Retrospective: Conducted after each sprint to review deliverables, collect feedback, and identify improvements * Backlog Refinement: Ongoing activity to refine and prioritize user stories |