Deliverables:

* Turn in a 1-2-page summary of the status of your team's Acorn Goals and relationship to Class's Principles of Influence.
* Turn in your meeting minutes.

D&D with Joanna’s brother Matthew

**status of your team's Acorn Goals**

Matthew Gohnert is our DM and has set us on a journey to slay an Ice dragon. Joanna is playing as a halfling noble wizard, Jacob is a fairy paladin knight, and Dolores is a half elf wizard. We worked together to defeat a Draconic warrior invasion on a village and captured one with the efforts of our teamwork and coordination. We interrogated the draconic warrior that we captured together and found out that the draconic warriors were attacking the village to rescue a blue dragon, which escaped, and then we were hired to slay this blue dragon before she creates any more destruction upon the village.

**relationship to Class's Principles of Influence**.

Influence: Group, Connectedness and Interaction

We meet as a group once every Sunday for several hours and establish our plans and decisions throughout D&D as a group. We are connected by making sure we are on the same page, which has kept our party on track to achieve our goals and gives us positive interaction with each other as a group.

DevoAmigo

**status of your team's Acorn Goals**

We have been going to the devotional every Tuesday together since we’ve started our acorn project. The first time we went to the devotional, we listened to Gary E. Stevenson's talk on Sunday, and then we listened to Jason Flora’s talk and had a discussion about both talks at the crossroads and what we liked about it. We will be writing more about the lessons we learned from these talks on our project website.

**relationship to Class's Principles of Influence**.

Influence: Self, Consciousness, Conduct.

Listening to the devotionals and applying its teachings to our lives have helped us grow as individuals and is self-serving for our spiritual needs. It helps us conduct ourselves as a team respectfully by making it there on time and paying close attention to the hard work the speakers put into their messages.

Presentation Website

**status of your team's Acorn Goals**

We have not started our website yet until we get more content done with our projects such as images and experiences. So far, we have been taking photos for the website and the projects we’re doing, and writing down a few things we’ve learned though our efforts.

**relationship to Class's Principles of Influence**.

Influence: Group, Connectedness, Cooperation

We will be accomplishing the website as a group and staying connected with each other through our shared vision of the finished project. Making this website will also involve a lot of cooperation with the different responsibilities involved.

Stop N’ Serve

**status of your team's Acorn Goals**

So far, we have served a friend of ours by cleaning their apartment and working together as a team to get it done. We have also signed up to be ushers for next week devotional, and we will eventually have more service ideas planned out for the weeks ahead.

**relationship to Class's Principles of Influence**.

Influence: Group, Connectedness, Interaction

We have and will be doing our services as a group and connect with those we serve in ways that will help better the lives of those around us. This will also give us the opportunity to interact with each other and with those we serve in ways that will help us grow as a team through working together.

Meeting Minutes: 80

* Attendees: Joanna Gohnert, Jacob Roundy (Dolores was busy but she attended all of our other weekly meetings)
* Agenda -
  + Previous Action Items
  + Return and Report
    - Goal 1 Status
    - Goal 2 Status
    - Goal 3 Status
    - Goal 4 Status
* Current plans
* Lessons Learned: Ponder Principles
* Summary of assigned action items - each team member should have an assignment.

Summary Template:

* Goal 1:
  + Name: D&D with Joanna’s brother Matthew
  + Influence: Group, Connectedness and Interaction
  + BYU-Idaho ILO Mission:
  + Values:**We hope that by playing D&D, we will be able to foster friendship and collaboration via teamwork while critically thinking our way through our journey to success.**
  + Vision:**Our vision for success is to take advantage of the time we meet online to play a session and to climb over any obstacle that comes our way. We will all share the same goal in order to complete the campaign, which is why we will be able to succeed in this task.**
  + SMART Goal:
  + Specific: Learn how to play D&D. It is important to establish our teamwork through learning how to play D&D together as a group.
    - Measurable: We will be playing twice a week for 2 hours. Our goal is complete once we beat the campaign.
    - Attainable: Due to our busy schedules, we will be meeting over zoom at the same time twice a week, which will be convenient for us to stay on track until we beat the campaign.
    - Relevant: It is relevant because we want to get to know each other in a fun and engaging way that will help us understand ourselves and each other, which in turn will benefit our teamwork for our other projects.
    - Timely: Because of how flexible we can be over zoom, we can easily manage our time while playing D&D. My brother will be the DM, guiding us through the story in a way that gets us to our goal in a timely manner. We also intend to stay true to the plot and concentrate on the task at hand in order to achieve maximum success.
  + Milestones:
    - We came into this beautiful fantasy world with several fair complections, and several chaotic souls, with the magic to change the world. complete
    - We felled our foes with great valor, and extreme luck. complete
    - After our great victory, we hassle for 450 Gold to go slay a fearsome Dragon. complete
* Goal 2:
  + Name: DevoAmigo
  + Influence: Self, Consciousness, Conduct.
  + BYU-Idaho ILO Mission:
  + Values:We believe that as we diligently attend the devotionals, we will be able to grow spiritually as a group, which in turn will keep us on the right track as we perform our tasks according to the values of being a disciple of Christ.
  + Vision:We intend to gain experience with keeping to a regular schedule so that we'll be disciplined in sticking to the one-hour meeting time we establish for ourselves each week. We are confident that we will be able to meet this objective if we work hard every Tuesday to prepare for the spiritual lessons that will only serve to lead us in the weeks to come.
  + SMART Goal:
  + Specific: We will be attending the Tuesday devotionals as a team for the rest of the semester. It is important to stay engaged as a team by committing the time that we set for ourselves to attend.
    - Measurable: We will be able to measure our time weekly as we attend the devotional every week.
    - Attainable: We can accomplish this because we will be keeping our schedules open during the time that we need to attend.
    - Relevant: We will be able to grow spiritually together and grow as a team as we keep ourselves on this timely schedule. We will make sure that we attend every week, and we will also feel more engaged as a group as we work to meet each other every Tuesday.
    - Timely: We will be setting aside 1 hour every week in order to attend the devotional.
  + Milestones:
    - We arrived and listened, and Jacob(Me) was very lost, but found his way. complete
    - Delores brought her boyfriend, and we hung out and talked about what we learned. complete
    - Go together for 3 weeks. non complete
* Goal 3:
  + Name: Presentation Website
  + Influence: Group, Connectedness, Cooperation
  + BYU-Idaho ILO Mission:
  + Values:We'll be collaborating on the presentations of our four projects. It will serve to keep us motivated while also inspiring us to strive for the completion of our work and establish comradery. We hope to learn more skills when it comes to web design, and as a way to study wdd130 together in order to help each other work through the class and this project as a team.
  + Vision:We will be polishing our html/css skills by coding this entire website ourselves. it may not be perfect, but we will strive for the best outcome and go beyond our capabilities as an opportunity to improve on our skills.
  + SMART Goal:
  + Specific: Create a website presentation of our projects and keep track of our progress every week by doing so.
    - Measurable: We will be meeting for an hour or two each week to work on this code.
    - Attainable: We will use this time to practice and polish our weak spots in html. It is something we can attain because we are capable of learning more about this skill.
    - Relevant: It will help us become better at coding and actually do some team work on coding ;)

We are all new to coding, which is why we wanted to do this project in order to better ourselves.

* + - Timely: We will be able to keep track of our time through Zoom and make sure everyone meets during a time when we are free and able to work on it together.
  + Milestones:
    - We have not started because we have not yet gained enough content from our other projects. non complete
    - Wireframes. non complete
    - Adding HTML. non complete
* Goal 4:
  + Name: Stop N’ Serve
  + Influence: Group, Connectedness, Interaction
  + BYU-Idaho ILO Mission:
  + Values:We value helping people in our community and hope to put our teamwork skills to use for the betterment of others.
  + Vision:We desire to aid others, and get a good grade, and we’ll combine both, making a win-win situation.
  + SMART Goal:
  + Specific: We will be helping people every week at the MC.
    - Measurable: We will be measuring our time there and what we can accomplish in an hour before our classes start for the day.
    - Attainable: We are able to stop and serve at the MC every morning, which works well for our schedules.
    - Relevant: It is always relevant to serve others whenever we can.
    - Timely: We will be able to serve an hour every Tuesday morning right before the devotional and our classes.
  + Milestones:
    - We helped clean a friend’s apartment, dramatically increased in looks, and dramatically decreased in amount of horrid smells. complete
      * + Go and look for activities we can sign up for the future + do a service. not complete
    - Bring people to come serve with us for an hour. not complete