Technical Teamwork

BetterThanTeamAte's Acorns

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Disciples of Jesus Christ - Shoveling Snow, Clothes, and Lights

This ILO mission: Disciple of Jesus Christ

Influence: *Consciousness* and *Conduct*

Vision: According to the Bible, helping others is another way to find peace, and God constantly urges and motivates us to do so. The road and the house are heavily snow-covered now that winter has arrived, making it difficult to even get around on foot. However, we will offer to shovel the road here to make it simpler for folks to stroll around. Additionally, we can find peace through helping others.

Values: Love, Respect, Kindness, Trust, Patience

Smart Goal : We had 1 week to plan a service project to remove snow, provide warm clothes, and put Christmas lights. We finished in 2-3 days in the end of November.

Milestones: This project has given us a few milestones. We had the opportunity to get together, arrange a charitable endeavor, clear snow from our roommates' cars, give them warm clothing, and install lights. Every day before starting anything, we prayed as well. Additionally, we determined when the job would be finished and put what we had learnt to use on our subsequent service.

Journey of Service Project

As we were planning about what to do in Service Project, we came at the conclusion that we will shovel snow, donate warm clothes and put some Christmas lights. After that we planned when we will conduct and we chose Thanksgiving break to do the project as we all were in Rexburg. We bought some clothes and lights and then we started as per our plan.

In this project we visited people from our apartment and friends and asked them if we could help them to shovel snow around vehicle and apartment. We also visited people who need some warm clothes in this Winter and provided clothes to 8 people and also helped some people to put the Christmas light in their home.

We really enjoyed while doing this project. Getting chance to help and serve people was really awesome and joyful. After this we started to feel very strong spirit that really flourished our heart.

Sound Thinkers - Escape Artists!

This ILO mission: Sound Thinkers

Influence: *Consciousness* and *Interaction*

Vision: As a team, we can use our problem-solving and critical thinking skills to find the clues and escape the room, developing skills that are crucial in everyday life.

Values:Problem-Solving, Critical thinking, Honesty, Respect, and Trust

SMART goal: We will go to an escape room with our team to assess and develop a greater understanding of our group's critical thinking and problem solving skills. We will try some virtual escape rooms before going to assess how we can improve for the real thing.

Milestones: We planned an escape room excursion. Prepared beforehand by practicing in virtual escape rooms. While together we assessed how we could improve. We went to a real escape room and employed what we learned. We used our sound thinking skills to determine what we did well. We decided to try again in the same escape room.

Journey of the Escape Artists!

As a group we decided we wanted to do something challenging yet entertaining. With this in mind, we decided to go to an escape room. We thought about it beforehand, and we decided to prepare since we had no experience. We found an escape room app, and tried out our luck their. They were difficult, but did not have a time limit like IRL escape rooms. After trying a few times, we looked for an escape room nearby. Having not found one in our budget range, we decided to see if there were any virtual or web-based escape rooms. We plugged in the HDMI and gathered around to participate. We worked through the room, playing to all our strengths. We made sure to be Sound Thinkers, by developing a plan of action and allowing for everyone to communicate without having to talk over each other. We got this escape room on the first try with over a dozen complex puzzles and a time limit of 1 hour.

Effective Communicators - Netflix and Chill

This ILO mission: Effective Communicators

Influence: *Representation* and *Cooperation*

Values: Self-awareness, Extroverted, Honest, Confidence, Clear, Trust

Vision: Work as a team to have fun with our dates, so we can have a better communication with them.

Smart Goal: Movie, cake, board games, get to know each other. Become better communicators.

Milestones: We did the activities we were expecting to do in the date,, our communication was more effective, created a better bond as a group and with our dates.

Journey of the Group Date

Group Date was a very fun project, it was like we were having fun not doing project. As usual we first planned for this about what we will do. The plan was to find a group of girls, bake cake, watch movie and play board games.

To start this first we had to find a group of friends who could do these activities with us. After we found them, we were able to get to know each other to create a more comfortable and happy environment. We set a date and did the activities we had planned for the date. We had a very happy evening and new friendships were created.

Skilled Collaborators - Build A Program

This is ILO Mission ; Skilled Collaborators.

If we discuss about the game, it is pretty straightforward. To create this game, we used *HTML, CSS, and JavaScript*. To win this game, we essentially need to connect four dots in a row, column, and diagonally. This game requires two players, one each of the colors blue and red. The winner is the player who connects four dots first.

Influence: *Connectedness* and *Cooperation*

Values: *Effective listening, Trust, Respect, Responsibility, and Relationship management*.

Vision: To demonstrate that we value the connection we are in and to improve our ability to work together, to become better listeners.

Smart Goal: We developed better listening skills as we prepared for this program, which enabled us to take into account and accommodate one another's desires. In addition, we made sure that the application was straightforward for both us and potential users to use and understand. We worked on it for 4-5 hours.

Milestones: There are a few milestones from this project that we have reached. We convened and discussed our plans for the program we want to create and the terminology we should employ. Each day, we discussed the things we had learned through teamwork and discussed how to apply our findings to our work as a team, which enabled us to develop a successful program.

Journey of Building a Program

When we first started planning to create a program, none of us knew what to create or how to do it. While we were sitting there contemplating what to do, we came across a video on Instagram that provided us an overview of the straightforward software, which was essentially a game that required players to connect four dots in order to win.

We then decided when and how to construct. To do this, we got together on November 27 and made plans for all the components we would need to put together a program. We discussed how to make a game and set up a further meeting to do so. Since we were all computer science majors, it was simpler than we anticipated. And it took us around three hours to create a game.

For this project, our path was fairly smooth and straightforward. We got together, chatted, discussed, and exchanged knowledge. It was a lot of fun. Even though we occasionally disagreed, we were still able to get along well and work together without too much difficulty.

Game_Link : https://mausham07.github.io/Four-dot-game/