Spencer Nettles

Saturday 3rd

Dungeons and Dragons.

We met again in the afternoon and video called in with zoom.

We set goals to complete the rest of the project and discussed how our goals are doing.

After everyone had joined and got settled, we played dungeons and dragons

**Project Title:** Dungeons and Dragons

* **Project Values:** Have fun and finish the game as a team
* **Description:** There are a lot of options when it comes to playing dungeons and dragons. Having ideas and imagination as a team will be the goal of this project
* **Vision Statement:** Solve a Dungeons and Dragons game as a team where our imagination is the limit.
* **SMART Goal:**
  + Specific: To solve a Dungeons and Dragons game
  + Measurable: Milestone is every save point, and the goal is reached when we solve the game.
  + Attainable: Yes, it is attainable. We have about 6 weeks to go so we would be able to reach it.
  + Relevant: It will help us know each other more
  + Timely: In about 6 weeks
* **Milestones**
  + 1. Make a character as a team Completed
  + 2. Introduce our character and roleplay Completed
  + 3. Discuss with the team before making decisions Completed
  + 4. Discuss about combo and items and route Completed
  + 5. Have fun playing DnD Completed

This game took 1.5hrs and it was fun to see my teammates in a setting that wasn’t in a classroom. We had fun and laugh while bonding as a team.

After we finished our campaign we talked about the rules of soccer and started to make goals for that project

When we finished we discussed the milestones and worked on the status paper