Names: Blake Lofgreen, Tyler Driggs, Carlos Arjonilla, Kamas Peterson

Reflection

During the two weeks that we worked on three of our projects and they are DND, Board game, and collage. Together we decided that Wednesdays and Fridays were best for our group and that we would meet at 3:30 or 4. Each of the projects we decided that we would have one person lead the project. For the first project on Wednesday, we did DND, and the lead was Tyler. He would be our dungeon master and the characters in the game would be Blake, Carlos and Kamas. The four characters that we could choose from and they are: Nawhs Rencep, Joe Mama (Kamas), Rishall Noltrac (Blake), and Joesph Rowele (Carlos). Furthermore, we decided to meet up at the MC in the crossroads to play DND together.

Our first mission was to capture the bad man and return him safely to jail. The bad man that we need to capture lived in a mansion that was surrounded by guards. When we arrived, it was dark, and there were four or five guards that we fought off then we climbed through a window. While inside we had to fight off three men before we even got close to getting to the bad guy. During that time, we decided that we would take one of the men's clothes so that one of us could disguise as one of bad man's guard. We eventually ran into two more guards that then Joseph Rowele(Carlos) used those clothes we took and acted like Rishall(Blake) and Joe(Kamas) were prisoners. We ended up tricking the two guards and defeated them but what we did not know was that our biggest fight would be against a carpet. But we got the bad man and were on our way back to the jail. Next we worked on the board game researched games by playing games.

For The board game project, we met at the STC building at three thirty. We played a board game called The Trail on the House at Hill where we were interrupted. Then discussed what kind of game we wanted to make and decide to do a trivia game. Then we talked about what we wanted to do for trivia questions we decided to do favorite TV shows and movies. We also decided to that we each would come up with thirty questions for the each tv show/movie. Finally, during the two weeks we started the collage project.

For our collage project we discussed what we want to draw on. At the beginning of the project we thought we should use a poster that we would pass along. But after reconsideration that it would be easier to carry around if they were four pieces of paper. But we also considered doing it digitally but in the end we decided to do it by hand. Not only that we completed our DND session. With that session got the bad guy back to the jail but unfortunately not alive. Therefore completing our first project of our Acorn projects.

Meeting Minutes

* Attendees: Blake, Tyler, Carlos, Kamas

November 9th 3:30 Pm – 5:30 pm: 8 hours Cumulative (DND)

November 11th 3:30 pm – 4:30 pm: 4 hours Cumulative (Board Game)

November 16th 2:00 pm – 3:23pm: 1 hour Cumulative (Collage)

November 19th 10:30 am – 12:00 pm: 6 hours Cumulative (DND)

Total: 18 Hours

* Agenda -
  + Previous Action Items
    - * + As a group we decided to meet Wednesdays and Fridays at 3:30 or 4:00
  + Return and Report
    - Goal 1 Status 60% Complete
    - Goal 2 Status 0% Complete
    - Goal 3 Status 100% Complete
    - Goal 4 Status 0% Complete
* Current plans
  + - 1. Work on our own parts of the collage during thanksgiving break.
      2. Sort out information needed to do plasma as a group
      3. Create 30 cards each for game over thanksgiving break
* Lessons Learned:
  + Objectives are easier to complete when everyone is working together
  + How to play D&D
  + Easier to find a solution when everyone is brainstorming
  + Communication is essential to coordinating objectives
* Summary of assigned action items - each team member should have an assignment.
* Blood/Plasma
  + **1: Researcher(Blake)** **Find out what is needed and what information we need for the project**
  + **2: Donor(Carlos, Kamas, Tyler, Blake)** **Donating blood**
  + **3: Scheduler (Blake)** **Organizing the schedule and sync appointments**
* **Creating board Game** 
  + **: Support (Carlos)** **Quality Assurance, supporting other’s tasks**
  + **2: Rulemaker(Blake, Tyler, Carlos)** **Research, game rules.**
  + **3: Artist(Kamas, Carlos)** **Making art, designs for game**
  + **N: Tester** **Collecting feedback from others**
* **Team Collage** 
  + **1: Artist(Kamas, Carlos, Blake, Tyler) Drawing, showing expression of ourselves**
  + **2: Organizer(Kamas) Placing picture and making sections for each person**
  + **3: Drawer (Carlos, Kamas, Tyler, Blake) Select a picture that they like and connect to**
  + **N: Evaluator Gives advice and tells them what they see**
* **Dungeons and Dragons** 
  + **1: Dungeon Master (Tyler)** **Create the town of Lufendor and set the stakes for the raid on**  **Eisenhof the Decapitator**
  + **2: Healer/Support(Carlos, Kamas)** **Helps with combat, heals the Tank during Combat**
  + **3: Tank(Blake)** **Is the main fighter of the group,**

Summary Template:

* Create Board Game:
  + Name: P.F.U.D.O.R
  + Influence: Group
  + BYU-Idaho ILO Mission: Effective Communicator
  + Values:Teamwork, Communication, Research, Creativity, Fun
  + Vision: To create a playable board/card game that can be used to pass the time with others and be enjoyable to play.
  + SMART Goal:
  + Specific: The team works together outside of class to create a board game that is playable.
  + Measurable: Create a board game that is playable in which multiple people can play and have fun.
  + Attainable: It can be done within 2 weeks.
  + Relevant: Use effective communication to coordinate and create a board game. Use communication while playing the game to keep the game flowing.
  + Timely: Create a board game that is playable in 2 weeks.
  + Milestones:
    - Research different fun board games…Complete
    - Play those board games and understand what makes them fun…Complete
    - Brainstorm different ideas for a board game to make…Complete
    - Create the board game… non complete
    - Play the board game and have others test it…non complete
* Team Drawing Collage:
  + Name: P.F.U.D.O.R
  + Influence: Individual, Group, Connectedness
  + BYU-Idaho ILO Mission: Skill Collaborators
  + Values: This project values are creativity, fun, uniqueness, communication, and teamwork.
  + Vision: To create an abstract collage or picture that we can become closer to each other and to show what we have learned together.
  + SMART Goal:
  + Specific: Outside of the class each team member draws a picture and then comes together to explain why they drew the picture or pictures.
  + Measurable: To create a collage that we can share with others and each other.
  + Attainable: It can be done within two weeks.
  + Relevant: It uses communication to explain what we have drawn and to explain what we have learned. It also uses creativity to draw each of the pictures.
  + Timely: Create a collage of pictures in two weeks.
  + Milestones:
    - Buy a board large enough for four people to draw on… non complete
    - Look up pictures that explain what you learned, enjoy, or like.…non complete
    - Draw the collage… complete/non complete
    - Combine the collage… non complete
    - Share the collage with others and what we have learned…non complete
* Dungeons and Dragons:
  + Name: P.F.U.D.O.R
  + Influence: Group
  + BYU-Idaho ILO Mission: Sound Thinkers
  + Values: Interaction, Connectedness, Cooperation
  + Vision: Enjoy a fun game with fun people
  + SMART Goal:
  + Specific: To rid the town of Lufendor of their crime boss
  + Measurable: This project will be complete when Eisenhof The Decapitator is either dead or in jail
  + Attainable: Most people with a rudimentary knowledge of DND or a drive for comedy improv
  + Relevant: Communicate with other characters to create a plan to make Lufendor safe
  + Timely: One or two sit down sessions of roleplaying that will take 2-3 hours each
  + Milestones:
    - Distribute roles between team members… Complete
    - Schedule a meeting for the first part of campaign… Complete
    - Complete the first half of campaign… Complete
    - Second meet up is scheduled… Complete
    - Campaign fully completed… Complete
* Blood/Plasma Donation:
  + Name: P.F.U.D.O.R
  + Influence: Community
  + BYU-Idaho ILO Mission: Disciple of Jesus Christ
  + Values: Service, Teamwork
  + Vision: To participate as a group in service by donating plasma to the local center.
  + SMART Goal:
  + Specific: To donate 10 vials of plasma together.
  + Measurable: We will complete this project after 2 donations for each team member is completed
  + Attainable: Anyone, unless unknown health concerns occur, should be able to complete this within a week time.
  + Relevant: Donating Plasma helps create vaccines, medicines, and other health products, and it will benefit those in need.
  + Timely: This project will consist of two weeks, for unknown factors and an easier time frame than a week.
  + Milestones:
    - Everyone passes the onboarding process… non complete
    - First donation is complete… non complete
    - Schedule for second donation… non complete
    - Health checks… non complete
    - Second donation is complete… non complete