Samuel Benson

11/18/22

CSE-170

William Clements

Acorn Project Status

Goal 1:

**Name:** Listen to The Lord

**Influence:** Consciousness, Connectedness, Representation and Conduct

**BYU-Idaho ILO Mission:** “Disciple of Jesus Christ”

**Values:** Recognizing the voice of the lord in our lives.

**Vision:** Developing better spiritual study and reflection habits

**SMART Goal:** For two more weeks, we will have two 1 hour meetings a week where we will be discussing the subject matter of both church and the devotional as well as sharing personal experiences and study questions for future meetings.

**Milestones:**

* 1. Pick an idea for what we want to do for this project. (COMPLETE)
* 2. Attend Elder Bednar Devotional. (COMPLETE)
* 3. Take notes about things we learned from church. (COMPLETE (2 weeks))
* 4. Attend and take notes on Devotional topics (COMPLETE (2 weeks))
* 5. Meet consistently twice a week for 4 weeks to discuss our findings and insights. (2 WEEKS HAVE BEEN COMPLETE)

Goal 2:

**Name:** D&D Adventure

**Influence:** Connectedness, Interaction, Cooperation

**BYU-Idaho ILO Mission:** “Skilled Collaborators”

**Values:** Learning how to function as a team to complete a task.

**Vision:** Developing necessary skills to collaborate and function as a team.

**SMART Goal:** We will continue to meet regularly for 2-3 more 2–3-hour sessions as we continue to not only learn the game but learn to work together both out of character and in Character. We have started not getting along in character which I think is perfect in terms of learning how to be a team.

**Milestones:**

* 1. Pick an idea for what we want to do for this project. (COMPLETE)
* 2. Meeting 0 to create characters and introduce first-time players. (COMPLETE)
* 3. Meeting 1. The first part of the campaign. (COMPLETE)
* 4. Meeting 2. The middle part of the campaign. (NOT COMPLETE)
* 5. Meeting 3. The conclusion of the campaign. (NOT COMPLETE)

**Goal 3:**

**Name:** Hardcore Minecraft: Defeat the Ender Dragon

**Influence:** Connectedness, Interaction, Cooperation

**BYU-Idaho ILO Mission:** “Effective Communicators”

**Values:** Teamwork, synergy, synchronicity, resilience, adaptability.

**Vision:** To develop the abilities of a skilled team member and an effective communicator. That can adapt to any team in a short time.

**SMART Goal:** We will meet sometime either this upcoming week or after thanksgiving to establish our Minecraft server and begin the run. We need to figure out how to connect everyone’s games and what roles need to be covered to beat the main boss effectively.

**Milestones:**

* 1. Meet to assign roles and set up the server. Plan out each action that needs to take place to find and defeat the Ender Dragon. (NOT COMPLETE)
* 2. Practice skills to effectively perform the run. (NOT COMPLETE)
* 3. Attempt to kill the Ender Dragon 1st official run. (NOT COMPLETE)
* 4. Up the difficulty to Hard if not already there, run again. (NOT COMPLETE)
* 5.  Attempt run on Hardcore difficulty and track progress. (NOT COMPLETE)
* 6. If more time is needed/available, repeat for 5 times and review ways to improve between attempts. (NOT COMPLETE

**Goal 4:**

**Name:** Escape Room

**Influence:** Consciousness, Connectedness, Interaction, Cooperation

**BYU-Idaho ILO Mission:** “Sound Thinkers”

**Values:** Promptness, efficiency, critical thinking, group thinking.

**Vision:** To become an efficient team getting tasks done in a timely manner while still maintaining the critical thinking necessary to achieve such tasks.

**SMART Goal:** We have yet to meet for this project. But sometime this week or after Thanksgiving, possibly during our weekly update meetings. We will be first gathering together online Escape Rooms for us to practice with and plan a meeting where we will be practicing and discussing strategies for escape rooms.

**Milestones:**

* 1.  Discuss what goes into effectively completing an escape room/Gather to select the place and dates for the escape room. (NOT COMPLETE)
* 2. Do trial runs on an online escape room (NOT COMPLETE)
* 3.  Go to the escape room and play. (NOT COMPLETE)
* 4.  Gather to review our performance and ponder on what we learned (NOT COMPLETE)
* 5.  Go to the escape room again to improve with what we learned. (NOT COMPLETE)