Samuel Benson

12/3/22

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:** THE GOAL IS COMPLETE

**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)
* 4. Attend and take notes on Devotional topics (COMPLETE)
* 5. Meet consistently twice a week for 4 weeks to discuss our findings and insights. (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:** THE GOAL IS COMPLETE

**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. (COMPLETE)
* 5. Meeting 3. The conclusion of the campaign. (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:** THE GOAL IS COMPLETE

**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. (COMPLETE)
* 2. Practice skills to effectively perform the run. (COMPLETE)
* 3. Attempt to kill the Ender Dragon 1st official run. (COMPLETE)
* 4. Up the difficulty to Hard if not already there, run again. (COMPLETE)
* 5.  Attempt run on Hardcore difficulty and track progress. (COMPLETE)
* 6. If more time is needed/available, repeat for 5 times and review ways to improve between attempts. (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:** THE GOAL IS COMPLETE

**Milestones:**

* 1.  Discuss what goes into effectively completing an escape room/Gather to select the place and dates for the escape room. (COMPLETE)
* 2. Do trial runs on an online escape room (COMPLETE)
* 3.  Go to the escape room and play. (COMPLETE)
* 4.  Gather to review our performance and ponder on what we learned (COMPLETE)
* 5.  Go to the escape room again to improve with what we learned. (COMPLETE)