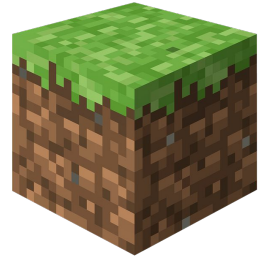


Acorn Project

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CSE 170

Crafting with the Bois Sound Thinkers

For our first goal, we created a new world in the game Minecraft. We wanted to hone our teamwork skills and come up with strategies to quickly and efficiently defeat the end-game boss in Minecraft. Our goal was to successfully build a base, acquire hardware, and defeat the Ender dragon within a total of 20 hours or less. Achieving this goal proved to be more difficult than first imagined. We started out with having to travel a long distance which took each of us almost an entire hour. With that time spent, we had to re-organize and try to work faster. We played for another hour without much organization and we realized the importance of our leader and assigning specific tasks. After all our efforts were combined, we were able to reach all of our milestones relatively quickly. We prepared sufficiently and we went on to face and defeat the boss, the Ender Dragon. We learned how important it is to have consciousness of what we are all working on and how it contributes to the group effort. Along with conduct, we also learned how important it is to get along and share resources and not fight/kill each other: which may have happened a time or two.



Disciple of Jesus Christ Come Follow me

For our second goal, we planned a time to meet up after we prepared by studying come follow me. It was pretty good, we had some interesting interactions when some members studied one week and the others studied the other, but it allowed us to really learn to rely on one another and good cooperation skills to fully understand what we were studying. The next week was fairly similar to the first meeting, but we all knew what we needed to study and that led to a great conversation full of accountability for us to make sure we got our studies completed.



Dungeons and Dragons Effective Communicator

Our third Goal was to play a Dungeons and Dragons adventure. It was interesting how we had to develop a team composition that was effective while allowing everyone to fulfill a role they wanted to play. It required us to have a lot of influence on each other. Especially in the character creation phase. The actual gameplay was a lot of fun, and we thoroughly enjoyed working as a team. When it was all said and done, we even went out of our way to discuss opportunities to keep up the teamwork and play just for fun. If that isn't a commitment I don't know what is.



Cooking with Heat Skill Collaborators

Our last goal was to successfully produce a meal fit for a king. We just cooked together really. We set up a time to meet and head to the local grocery store. We all contributed to finding the ingredients from Parker's recipe. We divided and conquered the store and spent very little time searching for what was needed. Later we met at Parker's apartment to begin the last part of this project. We divided up the tasks to prepare the food for cooking and we made a delicious pot of soup. It was so good and we made so much that we invited the neighbors to eat with us. We learned about how to be flexible and change the recipe to our needs. We communicated very well what all our intentions and responsibilities were. We had to wait patiently for the food to be done cooking. It was well worth the wait.

