Meeting Minutes: 4hrs/18.5hrs

(If I understand what you are asking for, we have met for 4 hours in meetings, but we have dedicated more time to our projects beyond this.)

* Goal 1: Devotional Review and Discussion
  + Name:
    - * Taden Marston
  + Influence: Consciousness, Conduct, Connectedness, Representation.
  + BYU-Idaho ILO Mission:Disciple of Jesus Christ
  + Values: Recognizing the voice of the lord in our lives.
  + Vision: Become more actively engaged in becoming converted to The Gospel of Jesus Christ
  + SMART Goal: Go to church and Tuesday devotional. Write down notes on the things that stood out to us. Discuss our thoughts and questions about both meetings after class on Monday and Wednesday.
  + Milestones:
    - * 1. Pick an idea for what we want to do for this project. (Complete)
      * 2. Attend Elder Bednar Devotional. (Completed
      * 3. Take notes about things we learned from church. (mostly Completed)
      * 4. Attend and take notes on Devotional topics (Mostly Completed)
      * 5. Meet consistently for 3-4 weeks to discuss our findings and insights. (Mostly-Completed)
* Goal 2: D&D Adventure
  + Name:
    - * Taden Marston
  + Influence: Connectedness, Interaction, Cooperation.
  + BYU-Idaho ILO Mission: Skilled Collaborators
  + Values: Walking through the phases of teamwork and collaboration.
  + Vision:Developing necessary skills to collaborate and function as a team.
  + SMART Goal: Explain rules and expectations for the campaign. Create Characters. Play the first session. Play the second session. Reflect on what went well and what could be improved. Apply teamwork scenarios to real life.
  + Milestones:
    - * 1. Discuss rules and expectations for D&D (completed)
      * 2. Session 0 create characters and introduce first-time players. (Completed)
      * 3. Session 1. The first part of the campaign.(completed)
      * 4. Session 2. The middle part of the campaign. (incomplete)
      * 5. Reflection and discussion (Incomplete)
* Goal 3:
  + Name: Minecraft compilation
    - * Taden Marston
  + 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: Meet to discuss strategies on how to beat the dragon, and find a way to stability connect to the same world to complete the run. Do the run 5 times and track our progress.
  + 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.(Mostly Completed)
      * 2. Practice skills to effectively perform the run. (Incomplete)
      * 3. Attempt to kill the Ender Dragon 1st official run. (Incomplete)
      * 4. Up the difficulty to Hard if not already there, run again. (Incomplete)
      * 5. Attempt run on Hardcore difficulty and track progress. (Incomplete)
      * 6. If more time is needed/available, repeat step 5 till success and review ways to improve between attempts. (Incomplete)
* Goal 4:
  + Name: Taden Marston
  + 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: Meet 3 separate times to discuss and practice critical thinking for the escape room. Go and do an escape room over by book viking. Reflect on what went well and what can be improved.
  + Milestones:
    - * 1. Discuss what goes into effectively completing an escape room/Gather to select the place and dates for the escape room. (Mostly Complete)
      * 2. Do trial runs on an online escape room (Incomplete)
      * 3. Go to the escape room and play. (Incomplete)
      * 4. Gather to review our performance and ponder on what we learned (Incomplete)
      * 5. Go to the escape room again to improve with what we learned. (Incomplete)