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

Project Reflection

What has our group completed this last week? The last week we completed our plasma donation, board game, and collage. As a group we ran into some complications with our plasma donation project. In order to make an appointment we had to have certain things like place of residence, Drivers licenses, and Social Security Number. The complications that we had were that a couple of us did not have our social security card with us and had to wait till we went home for thanksgiving to get them. Although only one of us was unable to obtain our SSN. Each of us that could work on the plasma donation project did and the other worked one of the other projects. Through plasma we have learned what plasma does for our bodies and what it looks like and how it can be used to help others. Next we worked on our board game and collage.

For our collage we decided to do abstract pictures that either we enjoy or symbolize what we have learned. Some of us decided that we wanted to draw animals and others decided fictional characters. Renewing skills and learning new ones to our skill set. Letting us be creative and see how pictures can symbolize something else. One lesson that was learned from the dnd game was that sometimes battles can be simple. Something that could symbolize that is lions because they constantly fight and for what they want. Mainly its sometimes there fights are for self-preservation, and just like them sometimes we have to preserve ourselves. But pictures also bring enjoyment, and they make you see things differently. Another thing that brings enjoyment are board games.

For our board games we created questions and rules. Each chose what movie or tv show that we have watched the most. Some of the movies/TV show that were chosen were Harry Potter, Lord of the Rings, Psych, and Star Wars. We were trying to make sure that the TV show and the movies were well known so that the players had a chance at knowing what the answer is to the question asked. Through games we had to learn that in order to work as a team that you have to make sure that everyone knows what you are going to do. Also making sure that everyone agrees with what you are doing. Similarly to that loyalty within a game is important because when you are working as a group and you are trying to win as a group. That means that your actions have to be not only beneficial for you but others as well.

Meeting Minutes

November 30th 4:00pm – 7:44pm: 3 hours each (Plasma donation)

December 1st 12:00pm – 1:40pm: 1 hour and 40 minutes each (Plasma donation)

December 2nd – 5th 2 – 3 hours each (Collage)

* Agenda -
* Previous Action Items

We decided on when we would do plasma donations. Also decided on what to do for collage pictures. Also, we finished questions for our board game.

* Return and Report
* Goal 1 Status 100% Complete
* Goal 2 Status 100% Complete
* Goal 3 Status 100% Complete
* Goal 4 Status 100% Complete
* Current plans
  + - * 1. Finish collage drawings and bring them together
        2. Finish our plasma donations.
        3. Finish cards and creation of the board for the board game.
* 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…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… complete
* Look up pictures that explain what you learned, enjoy, or like.…complete
* Draw the collage… complete
* Combine the collage… complete
* Share the collage with others and what we have learned… 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… complete
* First donation is complete… complete
* Schedule for second donation… complete
* Health checks… complete
* Second donation is complete…complete