Meeting Minutes

* Attendees: Blake, Tyler, Carlos, Kamas

November 9th 3:30 Pm – 5:30 pm: 8 hours Cumulative

November 11th 3:30 pm – 4:30 pm: 4 hours Cumulative

November 16th 2:00 pm – 3:23pm: 1 hour Cumulative

November 19th 10:30 am – 12:00 pm: 6 hours Cumulative

Total: 18 Hours

* Agenda -
  + Previous Action Items
    - * + As a group we decided to meet Wednesdays and Fridays at 3:30 or 4:00
  + Return and Report
    - Goal 1 Status 60% Complete
    - Goal 2 Status 0% Complete
    - Goal 3 Status 100% Complete
    - Goal 4 Status 0% Complete
* Current plans
  + - 1. Work on our own parts of the collage during thanksgiving break.
      2. Sort out information needed to do plasma as a group
      3. Create 30 cards each for game over thanksgiving break
* 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… non 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… non complete
    - Look up pictures that explain what you learned, enjoy, or like.…non complete
    - Draw the collage… complete/non complete
    - Combine the collage… non complete
    - Share the collage with others and what we have learned…non 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… non complete
    - First donation is complete… non complete
    - Schedule for second donation… non complete
    - Health checks… non complete
    - Second donation is complete… non complete