

Acorn Project Status

Team Members: Luke, Parker, Braxton and Silas

Meeting Minutes

- Attendees: Parker Jackman, Silas Carlson, Luke Warner, Braxton Medeiros
- Agenda -
 - Return and Report
 - Goal 1 Status: 100% completed
 - Goal 2 Status: 50% completed
 - Goal 3 Status: 0% completed
 - Goal 4 Status: 0% completed
- Current plans: Our plans are to continue meeting twice a week for each goal/project to complete them. We are assigning each team member a leadership role for each project so that there is a little bit of organization.
- Lessons Learned: Ponder Principles - We have seen so far that just a group working on the same goal is not the most effective way to accomplish said goal. Organization, communication, and specific sub-goals that need to be completed should be assigned so that the group as a whole benefits from each other's work and progress.
- Summary of assigned action items - each team member should have an assignment — In our first goal, Luke was the leader in establishing what our main focus was for each session that we met up. Every team member had assignments to finish and some of them were to team up with a partner i.e. Braxton and Parker had the assignment to search for and acquire enough iron ore so that our equipment was good enough to protect us from our fight with the ender dragon. Silas was assigned to retrieve enough gold to trade with the npc so that we could obtain the materials we needed.
- Goal 1:
 - Name: Crafting with the bois
 - Influence: Self: Consciousness, conduct Group: Connectedness, interaction Community: Representation, Cooperation.
 - BYU-Idaho ILO Mission: Sound Thinkers
 - Values: Teamwork, Resourcefulness, self-control, game/rule knowledge, survival skills, spatial awareness
 - Vision: We want to hone in our teamwork skills and come up with strategies to quickly and efficiently defeat the end-game boss in Minecraft.

- SMART Goal: To successfully build a base, acquire hardware, and defeat the Ender dragon within a total of 20 hours or less.
 - Milestones:
 - HQ built - completed
 - Acquiring diamonds - completed
 - Portal located and activated - completed
 - Defeating the dragon - completed
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- Goal 2:
 - Name: Come Follow me
 - Influence: Consciousness, Connectedness, Conduct, and Interaction
 - BYU-Idaho ILO Mission: Disciple of Jesus Christ
 - Values: Spiritual reliance, gospel learning, educational, personal improvement, testimony building, idea sharing, communication.
 - Vision: To help us come closer to Jesus Christ and share ideas and beliefs with each other.
 - SMART Goal: To spend adequate time discussing the gospel as a group
 - Milestones:
 - Preparedness week 1- complete
 - First meeting - complete
 - Preparedness week 2 - complete
 - Second meeting - not complete
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- Goal 3:
 - Name: Cooking
 - Influence: Consciousness, Connectedness, Representation, Conduct, Interaction, and Cooperation.
 - BYU-Idaho ILO Mission: Skill Collaborators
 - Values: Teamwork, communication, reading, cooperation, patience, reading recipes, critical thinking skills.
 - Vision: Our goal is to create a delicious meal that is edible by human beings. Furthermore, our goal is to hone our critical thinking and teamwork skills to plan and cook a meal together.
 - SMART Goal: As a team we will plan and cook a meal, which will be accomplished once we successfully make a meal, on a date set by the team to hone in on our teamwork skills and work together as a team.
 - Milestones:
 - Prepare and choose what recipes - not complete

- Get ingredients - not complete
- Meet up - not complete
- Cook the meal - not complete
- Eat the meal - not complete

- Goal 4:
 - Name: Dungeons and Dragons
 - Influence: Consciousness, Connectedness, Representation, Conduct, Interaction, and Cooperation.
 - BYU-Idaho ILO Mission: Effective Communicator
 - Values: Teamwork, communication, a little bit of luck, self-control, cooperation, and helpfulness
 - Vision: We will work together to complete the adventure ahead of us. We will deal with problems that arise.
 - SMART Goal: To build our characters successfully. We also want to successfully work together to accomplish the adventure set up for us by the dungeon master in under 15 hours.
 - Milestones:
 - 1. Create our characters and adventure - Not complete
 - 2. Start the adventure- Not complete
 - 3. Use D&D mechanics to see what happens - Not complete
 - 4. Accomplish the adventure- Not complete