

## 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: 100% completed
    - Goal 3 Status: 100% completed
    - Goal 4 Status: 100% 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 benefit 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 with. 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 - 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 -Complete

- Get ingredients - Complete
- Meet up -Complete
- Cook the meal - Complete
- Eat the meal - 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 - Complete
    - 2. Start the adventure- Complete
    - 3. Use D&D mechanics to see what happens - Complete
    - 4. Accomplish the adventure- Complete

## Project Summary

We were able to complete every one of our planned milestones just in time. Our goals were metered out well and required the perfect amount of effort for our group. We were able to grow as we needed to work together. Particularly when we were doing come follow me together we had to work together to stay on task and keep the conversation productive which required a lot of discipline.

We also found a lot of growth when we were playing Minecraft due to the urge to make things harder for each other which allowed us to grow from conflict. When we got to our last activity we were really becoming a solid team and had a flow going and reliable communication that led to respect and patience. The Dungeons and Dragons activity was an exciting way for us to show loyalty to one another when we had to split the loot.

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.

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.

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.

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.