Fiona Barnett

Brother Clements

CSE 170

18 November 2022

* Goal 1:
  + Name: Listen to The Lord by Attending DEVO, CHURCH, and DISCUSSIONS
  + Influence: Consciousness, Connectedness, Conduct, Representation
  + BYU-Idaho ILO Mission: Disciple of Jesus Christ
  + Values: Recognizing the voice of the Lord in our lives.
  + Vision: Developing better spiritual study and reflection habits.
  + SMART Goal: For 4 weeks, we will meet up for an hour twice a week on Sundays and Mondays to discuss what we learned in church/devotional.
  + Milestones:
    - 1. Pick an idea for what we want to do for this project COMPLETE
    - 2. Attend Elder Bednar Devotional COMPLETE
    - 3. Take notes about things we learned from church COMPLETE
    - 4. Attend and take notes on Devotional topics COMPLETE
    - 5. Meet consistently twice a week for 4 weeks to discuss our findings and insights INCOMPLETE
* Goal 2:
  + Name: D&D Adventure
  + Influence: Connectedness, Interaction, Cooperation
  + BYU-Idaho ILO Mission: Skilled Collaborators
  + Values: Learning how to function as a team to complete a task.
  + Vision: Developing necessary skills to collaborate and function as a team.
  + SMART Goal: We will meet up a total of 3 times over three weekends preparing, playing, and completing the D&D game.
  + Milestones:
    - 1. Pick an idea for what we want to do for this project. COMPLETE
    - 2. Meeting 0 to create characters and introduce first-time players. COMPLETE
    - 3. Meeting 1. The first part of the campaign. COMPLETE
    - 4. Meeting 2. The middle part of the campaign. INCOMPLETE
    - 5. Meeting 3. The conclusion of the campaign. INCOMPLETE
* Goal 3:
  + Name: Hardcore Minecraft: Defeat the Ender Dragon
  + Influence: connectedness, interaction, cooperation
  + BYU-Idaho ILO Mission: Effective Communicator
  + 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: We will meet up over a few weeks max (whether in person or through an online chat), preparing, playing, and completing our intended goal to defeat the ender dragon.
  + 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. COMPLETE
    - 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 for 5 times and review ways to improve between attempts. INCOMPLETE
* Goal 4:
  + Name: Escape Room
  + 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: We will meet up over a time span of 3 weeks to first prepare, second play online escape rooms, and third to play in-person escape rooms.
  + Milestones:
    - 1.  Discuss what goes into effectively completing an escape room/Gather to select the place and dates for the escape room. INCOMPLETE
    - 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
* Meeting Minutes:
  + Goal 1:
    - Total minutes: 8hrs
  + Goal 2:
    - Total minutes: 6hrs
  + Goal 3:
    - Total minutes: 2hrs
  + Goal 4:
    - Total minutes: 1hr
* Attendees:
  + Taden Marston, Samuel Benson, David Martinez, Angelo Arellano, Fiona Barnett
  + Everyone has shown up to every group meeting so far.
* Agenda -
  + Previous Action Items
    - * Create D&D characters
      * Set up Minecraft connection
      * Attend church and devotional
      * Discuss church meetings and devotional
      * Completed session 1 D&D
  + Return and Report
    - Goal 1 90% complete
    - Goal 2 60% complete
    - Goal 3 10% complete
    - Goal 4 0% complete
* Current plans:
  + have our last meeting for Goal 1
  + have the last 1-2 meetings for D&D
  + begin meeting up for Minecraft
  + begin meeting up to learn about escape rooms
* Lessons Learned: Ponder Principles
* Summary of assigned action items:
  + Goal 1: All of us are assigned to watch/attend devotionals and go to church for both hours every Sunday and Tuesday. We are also all responsible to attend our meetings after class every Monday and Wednesday.
  + Goal 2: Taden Marston is the Dungeon Master. The rest of us are all assigned as players and each other’s companions to work as a team to complete the mission.
  + Goal 3: We have all worked out how to get online together. No official assignments/jobs within the game have been made.
  + Goal 4: N/A