Fiona Barnett

Brother Clements

CSE 170

2 December 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 COMPLETE
* 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. COMPLETE
    - 5. Meeting 3. The conclusion of the campaign. COMPLETE
* Goal 3:
  + Name: Hardcore Minecraft: Try to 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. COMPLETE
    - 3. Attempt to kill the Ender Dragon 1st official run. COMPLETE
    - 4. Up the difficulty to Hard if not already there, run again. COMPLETE
    - 5.  Attempt run on Hardcore difficulty and track progress. COMPLETE
    - 6. If more time is needed/available, repeat for 5 times and review ways to improve between attempts. COMPLETE
* 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. COMPLETE
    - 2. Do trial runs on an online escape room COMPLETE
    - 3.  Go to the escape room and play. COMPLETE
    - 4.  Gather to review our performance and ponder on what we learned COMPLETE
    - 5.  Go to the escape room again to improve with what we learned. COMPLETE
* Meeting Minutes:
  + Goal 1:
    - Total minutes: 10hrs
  + Goal 2:
    - Total minutes: 10hrs
  + Goal 3:
    - Total minutes: 10hrs
  + Goal 4:
    - Total minutes: 10hrs
* Attendees:
  + Taden Marston, Samuel Benson, David Martinez, Angelo Arellano, Fiona Barnett
  + Everyone has shown up to every group meeting via remotely or in person.
* Agenda -
  + Previous Action Items
    - * Finished last session of D&D
      * Set up Minecraft
      * Finished last few sessions of Minecraft
      * Finished last few sessions of escape rooms
      * Complete in-person escape room
  + Return and Report
    - Goal 1 100% complete
    - Goal 2 100% complete
    - Goal 3 100% complete
    - Goal 4 100% complete
* Current plans:
  + Complete assigned presentation info
  + Practice presenting in a meeting
* Lessons Learned:
  + Teams stick together
  + Prioritize your tasks when escaping a room
  + You must humble yourself when completing a D&D mission
  + Always report new information you find to your team
* 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. We followed the steps to complete a speed run such as mine wood, find lava, go to nether, etc. We tried this in several attempts and successfully made it to the nether. It took us awhile to figure out how to work as a team on Minecraft.
  + Goal 4: We all completed online escape rooms on our own time and met up during meetings to discuss and complete additional online escape rooms. From there we scheduled an in-person escape room and completed that one together.