

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
 - Work on our own parts of the collage during thanksgiving break.
 - Sort out information needed to do plasma as a group
 - 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