# ­­GAME 440 Scrum Meeting Report

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| Team: Server (pretty heads) | Date: Jan-20-2014 |
| Phase: One | Due Date: Jan-27-2014 |

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| Team Member | Work Description |
| Rohun Banerji | Thread design, server architecture skeleton with Alex |
| Alex McCann | Thread design, server architecture skeleton with Rohun |
| Chris Devlieger | Enemy Design (Class layout, damage mitigation calculations, pathfinding) |
| Patrick Barahona-Griffiths | Game Score Design (what do we need to track on heartbeats to show the graphs at victory/defeat) |
| Jordan Kjaer | Server interface design (Will use Client GUI API) |
| Justin Kan | Persistence Design (what will we need to store/retrieve on save/load) |
| Wayne Gauthier | Configuration Design (what server config options are available and where will they be stored/loaded) |

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