# GAME 440 Scrum Meeting Report

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| Team: Database | Date: February 27, 2014 |
| Phase: Implementation | Due Date: March 7, 2014 |

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| Team Member | Work Description |
| Vinny Crupi | * Move DatabaseAPI to static implementation * Create static query/insert functions for DatabaseAPI * Create testing code for basic DatabaseAPI functions * Move Element getting code to Element class |
| Robert Evola | * Create Testing code for DataStructure load methods (Minions, towers, elements, resistances) * Create loading code for above classes inside the classes themselves |
| Kyle Nokes | * Design a way of saving code to database |
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