# GAME 440 Scrum Meeting Report

|  |  |
| --- | --- |
| Team: | Date: |
| Phase: | Due Date: |

|  |  |
| --- | --- |
| Team Member | Work Description |
| Vinny Crupi | * LoadGameByID * LoadTeamsByIDs * LoadPlayerByID * Added static method for retrieving next ID for GameModel, should be added to all structures saved in DB with primary keys in future |
| Robert Evola | * Updated Manacraft.sql with a few new tables for saving towers in a game * Added basic deletion methods in GameModels and Teams for removal of data from the save tables * Tested the loading and deleting of save games in TestDatabase |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |