# GAME 440 Scrum Meeting Report

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| Team: Databases | Date: January 30, 2014 |
| Phase: Design/Prototyping | Due Date: January 5, 2014 |

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| Team Member | Work Description |
| Robert  Evola | Finalize Data Structures for Levels / Game Entities  Aid with DB API Design and DB Scripts |
| Matt Mayo | Design UML Class Diagram of API for use between the database and server |
| Vinny Crupi | Establish a connection between MySQL server  Test some basic scripts on server; able to select data |
| Kyle Nokes | Create scripts to create DB, create and fill tables, and delete tables |
| Jordan Hurst | Write up skeleton code classes for the data structures |
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