# GAME 440 Scrum Meeting Report

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| Team: Networking | Date: 30-Jan-14 |
| Phase: 2 | Due Date: 06-Feb-14 |

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| Team Member | Work Description |
| Brian Lefrancois | -Protocol design, implementation, and documentation.  -See Implementation\Networking\Protocol.h |
| Dean Watts | -Abstract Serializable & Deserializable classes (see UML) implementation and documentation.  -See Implementation\Networking\Serializable.h |
| Joshua O’Donnell | -Connection class (see UML) implementation and documentation.  -See Implementation\Networking\Connection.h / .cpp |
| Mitch Andrews | -Packet class (see UML) implementation and documentation.  -See Implementation\Networking\Packet.h / .cpp |
| Philip Diehl | -Serialization/Deserialization implementation and documentation of primitive data types.  -See Implementation\Networking\Serialize.h |
| Sarah Childs | -Protocol design, implementation, and documentation.  -See Implementation\Networking\Protocol.h |
| Soloman Tahirli | -Serialize & Deserialize method implementation and documentation on multiple data structures.  -See Implementation\Database\GridLayer.h / .cpp |
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