# GAME 440 Scrum Meeting Report

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| Team: Networking | Date: 06-Feb-14 |
| Phase: 3 | Due Date: 13-Feb-14 |

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| Team Member | Work Description |
| Brian Lefrancois | - Work on Protocol.h and write all documentation required up till gameplay in consultation with the Server/Client team. |
| Dean Watts | -Work on Serializable.h in consultation with the Server/Client team. |
| Joshua O’Donnell | -Work on the Connection class in consultation with the Server/Client team. |
| Mitch Andrews | -Work on the Packet class in consultation with the Server/Client team. |
| Philip Diehl | -Work on serialization and deserialization of custom data structures and Protocol.h in consultation with the Server/Client/Database team.  **Report**:  I implemented serialization and deserialization for two example data structures (Entity and Minion) and wrote the supporting tests to ensure that the serialization is working as intended. I also improved the Serialize API and added new functionality such that it now supports most unsigned data types. I assisted with the Protocol header as well though I took on a minor role in that regard.  **Files:**  -Implementation\Networking\API Demos\SerializationDemo  -Implementation\Networking\Serialize.h / .cpp  -Implementation\Networking\Protocol.h |
| Sarah Childs | -Work on Protocol.h and write all documentation required up till gameplay in consultation with the Server/Client team.  **Report:**  I collaborated with Jordan, Andrew and Alex to get a list of the potential protocols they may need, and implemented them into protocol.h. I also reformatted the comments to incorporate how the data/what data will be contained in the message. |
| Soloman Tahirli | -Write up design documentation (UML and text) based on everything in the Networking project for the Design->Networking folder. |
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