# 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. |
| Sarah Childs | -Work on Protocol.h and write all documentation required up till gameplay in consultation with the Server/Client team. |
| 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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