# GAME 440 Scrum Meeting Report

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| Team: Networking | Date: 13-Feb-14 |
| Phase: 4 | Due Date: 20-Feb-14 |

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| Team Member | Work Description |
| Brian Lefrancois | -Implement Serializable/Deserializable and the supporting unit tests as required in consultation with the Server/Client team.  -Assist the Server team as required. |
| Dean Watts | -Implement Serializable/Deserializable and the supporting tests as required in consultation with the Server/Client team.  -Assist the Server team as required. |
| Joshua O’Donnell | -Write tests for the Connection class.  -Assist the Server team as required.  **Design:** Due to new design and implementation of Connections, the UML is being worked on and will be finalized for next scrum  **Testing:** Due to new design and implementation of Connections, harnessing will begin when the code is concretely implemented.  - Worked with Jordan off client to ensure Connections worked and provided the functionality needed. Also provided help with how to use them and what values are expected from the class.  - Fixed allocation issues within the receiving code |
| Mitch Andrews | -Write tests for the Packet class.  -Assist the Server team as required.  **Design**: Uploaded the design of the Packet class.  **Testing**: Went over the testing code for the packet, It's all good. |
| Philip Diehl | -Write tests for Serialize.h.  -Complete other tasks as required.  **Design**: Uploaded the overall design view of Serialize, Deserialize, Serializable, NetData, and UnsupportedOperationException as class diagrams. Also uploaded the overall design view of ClassTest, and ClassTester as class diagrams.  **Implementation**: Implemented various changes as per the feedback that was given to the networking code.  **Testing**: Implemented testing code for Serialize.h. |
| Sarah Childs | -Implement Serializable/Deserializable and the supporting tests as required in consultation with the Server/Client team.  -Assist the Server team as required. |
| Soloman Tahirli | -Write up design documentation (UML/Diagrams/Text) based on everything in the Networking project. |
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