# GAME 440 Scrum Meeting Report

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| Team: Networking | Date: 27-Feb-14 |
| Phase: 5 | Due Date: 06-Mar-14 |

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| Team Member | Work Description |
| Brian Lefrancois | -Working with Server team to try and implement the initial socket listener and hopefully with sarah on client we can get some communications being processed.  Report: Created Client/NetworkCommands.h which will be used by the Client along with protocol.h to send messages server over the network. |
| Dean Watts |  |
| Joshua O’Donnell | - NetBroadcaster implementation  **Design:** NetBroadcaster UML. Networking Birds-eye UML. See Design/Networking  **Implementation**: NetBroadcaster takes a std::vector<NetClient>, a ProtocolCommand, and a Packet of data, and then broadcasts to all the NetClients in the vector. See NetBroadcaster.h/.cpp, Protocol.h. |
| Mitch Andrews | Working on the new Connection classes for server and client. |
| Philip Diehl | -Designed and implemented a testbed for use across the entire solution.  **Design**: Re-designed Test, Tester, and modified the design of SerializeTester. See Design/Networking files.  **Implementation**: Implemented Test.h / .cpp, Tester .h / .cpp, and modified TestSerialize.h / .cpp so it’s compatible with the Tester class. See ManaCraft/Testbed/ .h / .cpp files.  **Testing**: New testing functionality has been added with the addition of the Test and the Tester classes. Multiple test classes can be added to an instance of a Tester class and they can all ran at once. See Design/Networking and ManaCraft/Testbed/ .h / .cpp files. |
| Sarah Childs | - Assisting the client team with setting up the connection to communicate with a server.  **Implementation:** Set up the class to handle sending/receiving data to/from the server. See Client/ServerLiason .h/.cpp  **Testing:** Tested sending data over to a dummy server created by Jordan K. Will test further once the actual server is running. |
| Soloman Tahirli |  |
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