# GAME 440 Scrum Meeting Report

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| Team: Networking | Date: 06-Mar-14 |
| Phase: 6 | Due Date: 13-Mar-14 |

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| Team Member | Work Description |
| Brian Lefrancois | Task: Work on assisting Client Team to connect to server.  File, Implementations/Client/NetworkCommands.h.  Report, Finalized both sending and receiving commands and had Client team member Deanna make a few things client did not have to start creating and joining games. |
| Dean Watts |  |
| Joshua O’Donnell |  |
| Mitch Andrews | - Updating the connection class to work as separate components for NetClient and NetServer. Working with Jordan from the server team to get packets sending across the network. Gave Josh the updated connection classes to create the UML.  **Design**: New packet networking structure, Packets now have a virtual Execute method for the client/server to utilize.  **Implementation**: Connection is now split into two classes called NetClient and NetServer. Packet got an updated execute method. I also changed the ServerLiason and ClientLiason to work with the changes.  **Testing**: Modifyed the current connection code in the solution and testing running a server. |
| Philip Diehl | -Implement Serialize, SerializedSize, and Deserialize methods on data structures as necessary.  **Design**: Uploaded a re-design of Serialize, Deserialize, Serializable, NetData, and UnsupportedOperationException as class diagrams. See the updated file in Design/Networking.  **Implementation**: Implemented Serializable for the Entity and Minion classes. (See their respective .h and .cpp files in Data Structures). Also fixed various memory leaks and warnings within the project, and informed other coordinators (as required) of code issues.  **Testing**: Tested full serialization and deserialization of Entity and Minion. |
| Sarah Childs |  |
| Soloman Tahirli |  |
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