# 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 |  |
| Dean Watts |  |
| Joshua O’Donnell |  |
| Mitch Andrews |  |
| 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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