# GAME 440 Scrum Meeting Report

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| Team: Networking | Date: 13-Mar-14 |
| Phase: 7 | Due Date: 20-Mar-14 |

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| Team Member | Work Description |
| Brian Lefrancois |  |
| Dean Watts |  |
| Joshua O’Donnell |  |
| Mitch Andrews | -Improved packet to work with vectors, fixed the packet re-serializing its contents when received on the network. Added the start of ThreadedListener.  Implementation: Changed packet to use vector<char> instead of Byte\* due to serialize issues.  Testing: We were able to successfully send a packet over the network and de-serialize it properly.  Files: Packet.h/.cpp, ThreadedListener.h/.cpp |
| Philip Diehl | -Improve functionality of Serialize.  **Implementation**: Implemented more functionality in Serialize such that it now works with vectors of chars in addition to raw char pointer arrays.  **Testing**: Tested all of the new Serialize methods. (Actual testbed code is incoming). |
| Sarah Childs |  |
| Soloman Tahirli |  |
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