# 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 | -Finalize the protocols for client to server and start to implement the NetworkCommands. Currently we are able to send messages to server and receive replies.  NewImplementation/networking/Protocol.h Design/networking/ProtocolMasterList newImplementation/client/NetworkCommands.h |
| 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 | - Fix up the ServerLiason to be more clean, and use the new PacketFactory.  **Implementation:** Implemented the changes to the listening method to use PacketFactory, and started the base of the sending method. May change it however. Also fixed InitSDLNet in Client to handle thrown exceptions from ServerLiason. **Files:** ServerLiason .h/.cpp, Client .h/.cpp |
| Soloman Tahirli |  |
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