# 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 |  |
| 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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