# GAME 440 Scrum Meeting Report

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| Team: Networking | Date: 27-Mar-14 |
| Phase: 8 | Due Date: 27-Mar-14 |

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| Team Member | Work Description |
| Brian Lefrancois | Client/NetworkCommands.h and .cpp  Working on finalizing some commands and requested a few things from client team to prepare wiring everything up.  Report: done did all that and went well |
| Dean Watts |  |
| Joshua O’Donnell | - Waypoint/Turret AI Implementations for Server. Navigator, Observer, NavMap, Waypoint, Waypoint KD Tree.  **Design:** Coming Soon…  **Implementation:** In progress. Uploading soon. |
| Mitch Andrews | -Finished ThreadedListener, Changed ServerCommands to CommandPackets, added Command\_ClientReceive and Command\_ServerReceive.  **Design**: ThreadedListener was designed to work on both client and server side for receiveing packets. Works together the packet factory.  **Implementation**:  ThreadedListener.h/cpp, Command\_ClientReceive.h, Command\_ServerReceive.h, Changed to CommandPackets: <https://github.com/rnrobson/game440_01_2014/commit/5d78ae0ade0db8b3f4ecdbf318b9b18725594179>  **Testing**: I was able to receive data from the client using the threaded listener. |
| Philip Diehl | -Improve the serialization/deserialization interface.  **Design:** Designed a new interface for serialization and deserialization. See Serializer Class Diagram under Networking/Design.  **Implementation**: Implemented Serializer. See Serializer .h and .cpp.  **Testing**: Tested all of the Serializer methods. |
| Sarah Childs |  |
| Soloman Tahirli | Implementation:  Filled the constructors for a ton of packet factory classes for SC and CS connections.  Still need to go over a couple more packets and fill their constructors. |
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