# GAME 440 Scrum Meeting Report

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| Team: Networking | Date: 04-Mar-14 |
| Phase: 9 | Due Date: 03-April-14 |

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| Team Member | Work Description |
| Brian Lefrancois |  |
| Dean Watts |  |
| Joshua O’Donnell |  |
| Mitch Andrews | -Completed Milestone: “Client and server connected over threaded listener and broadcaster and tested to show it works.”  Proof: http://puu.sh/7UhKy  **Design**: Redesigned ServerLiason and ClientLiason to work correctly with ThreadedListener and added helper methods for sending data.  **Implementation**:  <https://github.com/rnrobson/game440_01_2014/commit/c24d9c9d71ad3beee1a1e6447e7b303d77d8f59d>  **Testing**: I was able to receive and send data from the client to server and vice versa using the threaded listener. |
| Philip Diehl |  |
| Sarah Childs |  |
| Soloman Tahirli |  |
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