# 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 | Finished wiring a lot of commands up to the client.  enable SDLInit() in Client’s constructor and have a server running and u can begin to pass packets successfully to server. I was just involved with wiring up the commands to make the packets and push to connection send method.  Client/NetworkCommands.h and .cpp  Also: a bunch of client files. Like mainmenu and gamelobby stuff.  Report : done did it all and currently works and tested |
| Dean Watts |  |
| Joshua O’Donnell | **Design**: Developed an efficient and standalone method to integrate Minion navigation and Turret AI for server  **Implementation**: See Waypoint(h/cpp), Navigator(h/cpp), NavMap(h/cpp), NavMapKDTree(h/cpp), Observer(h/cpp), Subject(h/cpp), NavEvent(h)  Also commited my implementation of a Vector3 class (see Vec3f.h/cpp)  **Testing**: Ran 500000 waypoints against 2000 minions and 870+ Turrets. 50+ fps constant, with 2s delay during turret placement (Stress test)  Runs 15000 waypoints, 2000 minions, 800 towers with little to no delay when placing Turret. No memory leaks, no program crashes. |
| 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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