# ­­GAME 440 Scrum Meeting Report

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| Team: Server (pretty heads) | Date: Apr-3-2014 |
| Phase: Nine | Due Date: Apr-10-2014 |

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| Team Member | Work Description |
| Rohun Banerji | Updated Tower(.h) and Minion(.h) to work as Observer and Navigator, respectively. Added waypoints to the Level.h that the minions will use to travel across the map.  The Towers are observing these waypoints and will add minions that come close to their target list using these waypoints to determine which minions are in range.  This should optimize minion pathing and tower target finding significantly. |
| Alex McCann |  |
| Chris Devlieger | Fixed everything that got broken in ServerLobby, GameModel, and Command\_InitializeNewGame.  Created improved ServerLobby and Teams UML diagram located in Design/Server/Teams and Lobby.class.violet.html |
| Patrick Barahona-Griffiths |  |
| Jordan Kjaer |  |
| Justin Kan |  |
| Wayne Gauthier | Modified the PlayerInfoTable:   * Changed how the map in it worked, from containing just a pointer to a GameModel to containing a pair<ServerLobby\*, GameModel\*> * Added some methods (Such as Modify and GetTable) and finished some others. * Unfortunately didn’t finish in time and as I can’t test the code in the git solution I didn’t get time to give the code to someone else to test with the ManaCraft solution. The only tested method is the GetInstance();   New Implementation\ManaCraft\PlayerInfoTable.h  New Implementation\ManaCraft\PlayerInfoTable.cpp |

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