# ­­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 |  |

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