# ­­GAME 440 Scrum Meeting Report

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| Team: Server (pretty heads) | Date: Mar-27-2014 |
| Phase: Eight | Due Date: Apr-3-2014 |

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| Team Member | Work Description |
| Rohun Banerji | Added new Update Commands:  Command\_UpdateTowers.h  Command\_UpdateProjectiles.h  Command\_UpdateEconomy.h  Updated Update() in Server.cpp to go through all running games and create commands to update all minions, towers, projectiles and economies in those games |
| Alex McCann | Updated LocalDB to save games (also keeps the gameModel in LocalDB for fast loading). Added commands to pause and resume a game (resume is redundant because Command\_CS\_pauseGame.h(client2server) functions is a toggle) Looked into ClientLiaison before implementing SC\_pauseGame(server2client broadcast). There is no way to send anything to clients yet. (See ClientLiaison.cpp Line 40: int ClientLiaison::SendToClient(void\*) ) |
| Chris Devlieger |  |
| Patrick Barahona-Griffiths |  |
| Jordan Kjaer |  |
| Justin Kan |  |
| Wayne Gauthier |  |

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