# ­­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  Fleshed out most of the CommandPackets in PacketFactory with arguments, deserializers and pseudocode for the Execute methods. |
| 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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