# ­­GAME 440 Scrum Meeting Report

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| Team: Server (pretty heads) | Date: Feb-06-2014 |
| Phase: Three | Due Date: Feb-13-2014 |

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| Team Member | Work Description |
| Rohun Banerji | Setting up Client – Server commands  (Design & Implementation with Pseudocode for handing the commands– working with Alex)  Added under Design\Server\ServerCommandProtocol.docx |
| Alex McCann | Setting up Client – Server commands  (Design & Implementation with Pseudocode for handing the commands – working with Rohun)  Added under Design\Server\ServerCommandProtocol.docx |
| Chris Devlieger | (MIA) |
| Patrick Barahona-Griffiths | Database connection |
| Jordan Kjaer | Working with Client to figure out list of commands between client and server to communicate to networking |
| Justin Kan | Design and Implementation of:  Classes to handle tracking users in games  Objects needed for game lobbly  - 3x queues (bench, team1, team2) |
| Wayne Gauthier | List of internal server commands |

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