# ­­GAME 440 Scrum Meeting Report

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| Team: Server (pretty heads) | Date: Feb-13-2014 |
| Phase: Four | Due Date: Feb-27-2014 |

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| Team Member | Work Description |
| Rohun Banerji | class implementation |
| Alex McCann | UML for server structure |
| Chris Devlieger | class implementation |
| Patrick Barahona-Griffiths | Database connection |
| Jordan Kjaer | class implementation |
| Justin Kan | class implementation |
| Wayne Gauthier | class implementation |

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