# ­­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 | - Integrated existing Server code into “New Implementation” and added Server class (BlockingQueue.h, ThreadPool.h/cpp, Worker.h/cpp, WorkItem.h, Server.h/cpp)  - Implemented basic Server Command framework into Server Implementation (ServerCommand.h,ServerCommand.cpp, TestCommand.h,Server.cpp,Server.h)  (worked on above with Alex)  - Added Pseudocode for Server Commands into the Server Command methods (ServerCommand.cpp)  - Updated ServerCommands to work Polymorphically and added some commands to test  (added: Int\_Float\_Product\_Command.h, Int\_Float\_Product\_Params.h, TripleAFloatCommand.h  Modified:Server.h,Server.cpp, TestCommand.h)  - Design under Server\Design  - Testing was done in Server.cpp constructor |
| Alex McCann | UML for server structure  Added the following files:  Under Design/Server:  - server model revision 2.class.violet.html  - server model revision 2 game.class.violet.html  - server model revision 2 client system.class.violet.html  Under Design/Server/server model rev 2 classes in more detail:  - ClientListener.class.violet.html  - Conneciton.class.violet.html  - Lobby.class.violet.html  - Player.class.violet.html  - Server.class.violet.html  - Team.class.violet.html  Under New Implementation/Manacraft: (Worked with Rohun)  - Server.h  - Server.cpp  - ServerCommand.h  - ServerCommand.cpp  - ServerIncludes.h  - ServerProtocol.h  - TestCommand.h  - Worker.h  - Worker.cpp  Modified the following Files:  - Server.cpp x 2  - ServerCommand.h x 2  - ServerCommand.cpp x 2 |
| 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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