# ­­GAME 440 Scrum Meeting Report

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| Team: Server (pretty heads) | Date: Jan-30-2014 |
| Phase: Two | Due Date: Feb-06-2014 |

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| Team Member | Work Description |
| Rohun Banerji | XML handling  - rapid xml wrapper  - work with other groups  (under Server\Implementation\MapData) |
| Alex McCann | Basic implementation of Worker Thread. Working with Wayne. Includes:  - Server Startup  - Thread setup  - Work queue  - Thread management  (under Server\Implementation\ ManaCraftServer\_v0002) |
| Chris Devlieger | Design and Implementation of:  Classes to handle tracking users in games  Objects needed for game lobbly  - 3x queues (bench, team1, team2) |
| Patrick Barahona-Griffiths | DB connection  - work with DB ppl to establish a connection to the DB and test commands to pull table data.  skeleton classes  - Connection  - Message  - Request  (under Server\Implementation\ServerToDatabase.h) |
| Jordan Kjaer | Client connections  - thread pool  - queue for connections  - assign threads to connections  (under Server\Implementation\ ManaCraftServer\_v0002) |
| Justin Kan | DB connection  - work with DB ppl to establish a connection to the DB and test commands to pull table data.  skeleton classes  - Connection  - Message  - Request  (under Server\Implementation\ServerToDatabase.h) |
| Wayne Gauthier | Basic implementation of Worker Thread. Working with Alex. Includes:  - Server Startup  - Thread setup  - Work queue  - Thread management  (under Server\Implementation\ ManaCraftServer\_v0002) |

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