# ­­GAME 440 Scrum Meeting Report

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

|  |  |
| --- | --- |
| Team Member | Work Description |
| Rohun Banerji | GameModel added (GameModel.h)  - UML added under Design\Server\GameModel.class.violet.html  ServerCommandTester added (ServerCommandTester.h/cpp)  Along with tests for the 2 example commands to serve as a template for other command tests  - UML under Design\Server\ServerTester.class.violet.html |
| Alex McCann | Database Connection |
| Chris Devlieger | Lobby Class |
| Patrick Barahona-Griffiths |  |
| Jordan Kjaer |  |
| Justin Kan | Server Commands |
| Wayne Gauthier |  |

­­­­­­­