# ­­GAME 440 Scrum Meeting Report

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

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| 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 | ServerLobby UML: Design/Server/Lobby.class.violet.html  ServerLobby implementation: Server/ServerLobby.h/cpp  Player class created for testing: Server/ServerPlayer.h/cpp |
| Patrick Barahona-Griffiths |  |
| Jordan Kjaer |  |
| Justin Kan | Server Commands |
| Wayne Gauthier |  |

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