# ­­GAME 440 Scrum Meeting Report

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| Team: Server (pretty heads) | Date: Mar-06-2014 |
| Phase: Six | Due Date: Mar-13-2014 |

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| Team Member | Work Description |
| Rohun Banerji | Added GameManager class to hold the running games (GameManager.h/cpp)  Added PlayerBase class to represent the 2 team bases and updated GameModel to include 2 of them  (PlayerBase.h/cpp)  Updated GameModel UML to include GameManager and PlayerBase (GameModel.class.violet.html)  Added Command\_CreateNewGame (Command\_CreateNewGame.h)  Added Tester method for Command\_CreateNewGame (Test\_Command\_CreateNewGame() in ServerTester.cpp)  Added Command\_UpdateMinions (Command\_UpdateMinions.h)  Added Tester method for Command\_UpdateMinions (Test\_Command\_UpdateMinions() in ServerTester.cpp)  Added id variable to the Entity class that Minion and Tower derive from (Entity.h)  Added BoxColliders to Minions and PlayerBase to run Collision Tests (Minion.h/cpp) |
| Alex McCann |  |
| Chris Devlieger | Unit test ServerLobby class.  Implementation of ServerLobby methods StartGame, CloseLobby, and PlayerMessage. |
| Patrick Barahona-Griffiths |  |
| Jordan Kjaer |  |
| Justin Kan |  |
| Wayne Gauthier |  |

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