# ­­GAME 440 Scrum Meeting Report

|  |  |
| --- | --- |
| Team: Server (pretty heads) | Date: Mar-12-2014 |
| Phase: Six | Due Date: Mar-19-2014 |

|  |  |
| --- | --- |
| Team Member | Work Description |
| Rohun Banerji |  |
| Alex McCann | UML and Implementation of localDB (LocalDB.h & .cpp) Modified GameModel.h to allow comparing GameModels. Added UML for LocalDB under server/design.  Added tests in Testbed for LocalDB (TestLocalDB.h & .cpp) modified main to run TestLocalDB when client and server #defined as 0 |
| Chris Devlieger |  |
| Patrick Barahona-Griffiths |  |
| Jordan Kjaer |  |
| Justin Kan |  |
| Wayne Gauthier |  |

­­­­­­­