# ­­GAME 440 Scrum Meeting Report

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| Team: Server (pretty heads) | Date: Mar-13-2014 |
| Phase: Six | Due Date: Mar-20-2014 |

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| Team Member | Work Description |
| Rohun Banerji | Added primary Update loop to Server  (Update() added to Server.h/cpp – called from Run() based on deltaTime)  --Worked with Josh on above  Added a threadPool to Server.h/cpp (Threadpool\* workCrew)  - It is initalized in Server->Init() and starts waiting for work on the WorkQueue immediately.  - Modifed Threadpool to work with ServerCommands  - Tested by manually adding a command to the workQueue every 2 seconds from Server->Run() to make sure both the Update() loop and the WorkQueue are properly executing commands concurrently.  - Added sequence diagram to show how the server updates and it and the threadpool work on server commands  (Design\Server\ServerRunningSequence.seq.violet.html) |
| 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 |  |

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