# ­­GAME 440 Scrum Meeting Report

|  |  |
| --- | --- |
| Team: Server (pretty heads) | Date: Mar-20-2014 |
| Phase: Seven | Due Date: Mar-27-2014 |

|  |  |
| --- | --- |
| Team Member | Work Description |
| Rohun Banerji | - Changed GameModel to a class from a struct and added a .cpp since we’re moving all the update logic to the GameModel itself  Added primary game logic:  - moved logic to update minions from the serverCommand to the UpdateMinions() method in GameModel.cpp  - Implemented logic for UpdateTowers() in GameModel.cpp  - Implemented logic for UpdateProjectiles() in GameModel.cpp  - optimized range search for minions in UpdateTowers()  - removed threadpool from server  - added static AddWork() method to Server  - Modified main game loop within Server.Run() to work on the queue as well  - tested all commands to make sure the new system still works with the Update loop  Design: Added Pseudocode for GameLogic in GameModel.txt under Server\Design |
| Alex McCann |  |
| Chris Devlieger | Created and implemented server command Command\_InitializeNewGame.  ServerLobby now heavily tested and debugged. |
| Patrick Barahona-Griffiths |  |
| Jordan Kjaer |  |
| Justin Kan |  |
| Wayne Gauthier | Started the PlayerInfoTable, adding PlayerInfoTable.h/.cpp   * Basic layout and empty methods setup. * Singleton pattern setup. * GetInstance() method completed and tested. * GetGame() method completed but not tested.   New Implementation\ManaCraft\PlayerInfoTable.h  New Implementation\ManaCraft\PlayerInfoTable.cpp  Added a string username variable to ServerPlayer class for PlayerInfoTable purposes. |

­­­­­­­