# ­­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 |
| Alex McCann |  |
| Chris Devlieger |  |
| Patrick Barahona-Griffiths |  |
| Jordan Kjaer |  |
| Justin Kan |  |
| Wayne Gauthier |  |

­­­­­­­