ARENA - Showcase

Drehbuch

Note: Every scene has a different color.

Starting with a Sunrise picture (garching in the morning). Red light (like Traffic).

Typo:

Somewhere 15km north of Munich...

A car at the big big parking. Someone is sitting inside. Cut into the car, overshoulder we see someone with an ibook, hacking. The wind is blowing dust over the parking, danger music.

Off (Oliver):

At one point I never thought we would make it...

Sure I believed in the project...

but then all was for nothing...

Cut
hectic atmosphere, coding session,

Devellopers:

Hey, 21 compile errors! That's 42 EUR for the non-compiling-cashbox!

What the hell....?!?

Oh no, come on...!

Cut
Dark room, Oliver is sitting there, hardly to recognize

Oliver:

You know how it feels when you are motivated...have all this power inside... when you believe in the whole project.

Cut Close

Oliver:

But suddenly there is a stage where all hope seems to be lost!

Again the Xtreme Coding session... people are getting angry, throwing paper at a desk, hectic, fade to black.

Black

Off(Oliver):

All started in October last year...

RAR in the meeting room:

Oliver:

Welcome everybody!

Fast Cuts to the different presenters. Important statements, scenario movie, happy spectators,...

Bruegge:

I am very Impressed what stuff you are doing, keep on going!

Flash

Oliver:

This is what the project was all about: SWORD.

Game starts, game selector, the adventurer appears, adventurer walking around

Oliver:

SWORD was build in the context of ARENA which is an online server for multiplayer games taking care of player registration, holding tournaments and similar bookkeeping duties.

Pictures tba

Oliver:

SWORD stands for Scalable Wireless Online Roleplaying Dungeon. It is a fantasy roleplaying

game designed for cooperative play. What's more, it's also the first true peer-to-peer multiplayer game, in that it runs completely without a central server, making it possible for the initiator of a particular game to leave without disrupting the game play.

Pictures tba

Oliver:
This is all made possible by the revolutionary new leading-edge framework for real-time ad-hoc games FRAG, developed by Michael Nagel as his diploma thesis. FRAG enables a group of computers in a local area network to share a common game world between them and to keep the status of the game world and the objects therein consistent.

Flash

The devellopers get together in meetings, discuss, use ibooks, graffle, and together. Collage of pictures of meetings with superimposed sequence diagramms, graphics of code and cvs-directory, etc... We see happy faces as everybody is still motivated.

Oliver:
Actually, we were pretty well prepared for this project. We first conducted an online survey for getting to know the skills and interests of the developers. Then we interviewed the candidates for the project to assemble the best teams we could get.

Newspaper Headlines/Website:
Teams announced – let's kick off

Again meetings, but the cut is more elegic, not so fast like in the collage above. Focus more on people, not so much on the group

Oliver:
So we had 18 people who want to participate in the project. But all have different abilities...some are excellent programmers, others are more the creative game designer type, or are more into graphic design. So the question was: How can we put all these different skills together so that we can make the best out of it.

Diagrams of the teams-structure

Oliver:
For this project we chose a matrix organization, putting each participant into two different teams: One developer team and one cross-functional team. These cross-functional teams

took care of on-going project functions, such as maintaining the development infrastructure, automated builds, defining documentation standards, deciding on the system boundary and architecture or capturing the process on video.

Each team held weekly teammeetings, and additionally there was an all hands projects meeting every Wednesday.

Pictures of RAR, SDR, with Graphics that show use cases and other diagrams

Oliver:

For our process, we used a sawtooth model, meaning different degrees of involvement by the client in different stages of the project. The client was most involved at the start of the project, giving feedback at the Requirements Analysis Review and the System Design Review.

Pictures of REQest

Oliver:

For Requirement Elicitation and Analysis we used REQest, a tool for Requirement Engineering. Each developer team had to describe a complete game scenario with Actor Instances, Use Cases and Constraints. So we received two results. The one was a specification of the system that the client understands, and the second was the analysis model that developers can unambigiously interpret.

Flash

Developers discuss subsystems, diagrams

Oliver:

We then transformed the analysis model into a system design model. Our developers set the design goals of the project and decomposed the system into smaller subsystems that could be realized by smaller teams. Also strategies for building the system, like hardware and software platform and boundary conditions were defined. Finally we had a complete model that included a clear description of these strategies.

Developers discussing ODD, Diagramms, discussion on objects

Oliver:

During object design, we closed the gap between the application objects from the analysis and the components of the system design by identifying additional solution objects and refining existing objects. We did the service specification, component selection, object model restructuring and optimization. As a result, the object model was partitioned into sets of classes that could be implemented by individual developers.

Flash

Developers, coding, compiling...

Oliver:

This was where the coding began. Maybe the most interesting part for every programmer, to hack your ideas into the computer and see the product grow. First you have many different, sometimes only abstract classes with stubs, and you assemble them into a complete system which in the end suddenly works...

Black

Oliver:

... shall work.

Oliver Close

Oliver:

But it is a long hard way to a running system.

Fade to black

SFX:

Welcome to world of sword!

Woooosh!

People playing sword, in Garching, not in Fröttmaning, real sword game pictures, funky

Oliver:

Well, what should I say?!?

... gladly, in the end, we made it. I am so happy!

Sometimes you lose all hope, get depressed and are no more motivated...you only want to make this damn project pass and be over...

Dip to Black

Oliver:

But it is such a great feeling to see it work in the end...

...it's magic.

Fade to black

Parking in garching, inside the car, overshoulder, game playing. Through the windshield we see another car.

Cut

The same perspective like in the first picture. Oliver is not alone anymore. Other developers gathered around him in their cars. We hear them play sword...

Credits
The The End