

Welcome Meeting





Ready for Takeoff?

- :-)

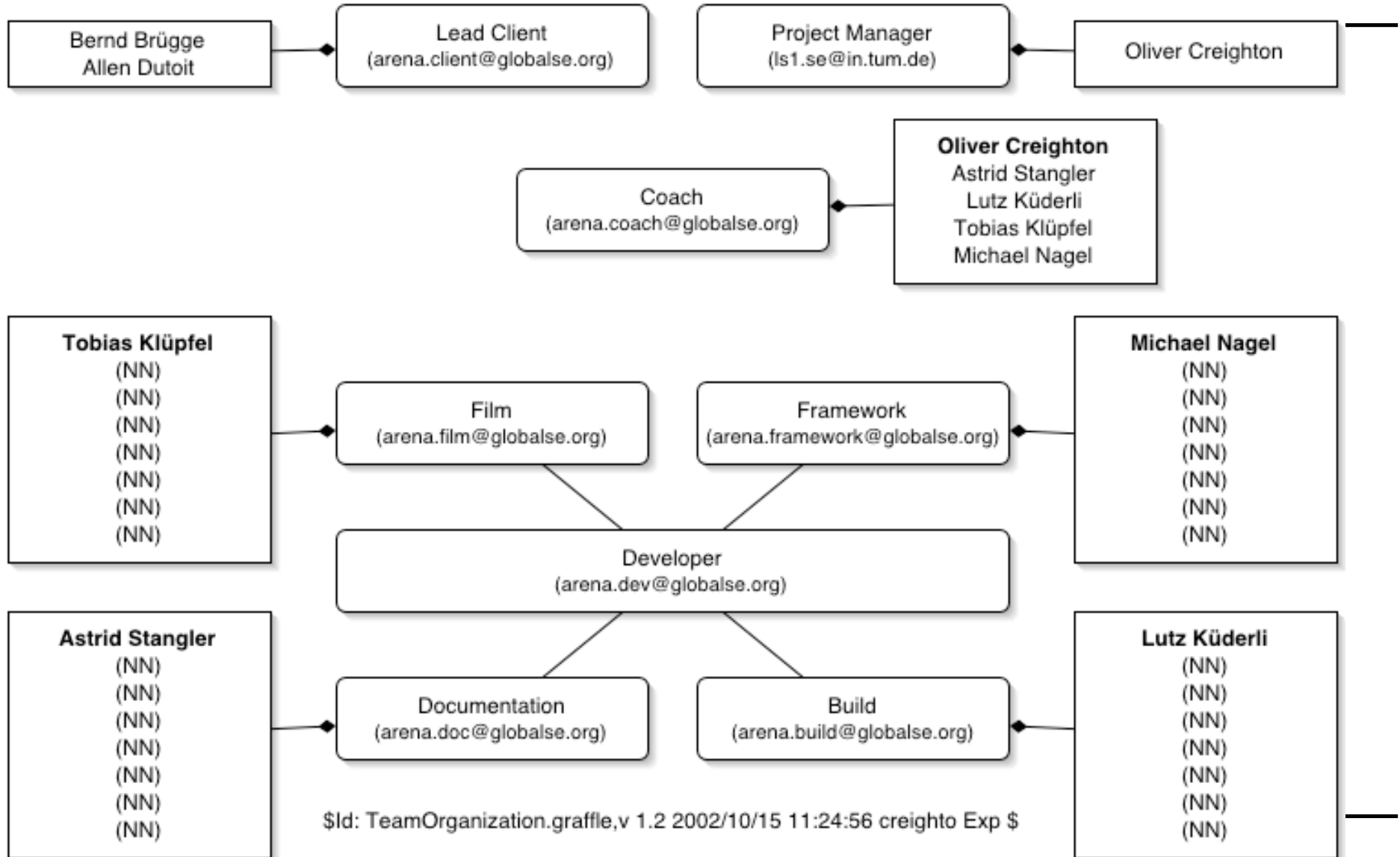


Preliminary Questions

- Who has registered on the Portal?
- Who has been interviewed?



Project Overview





The Problem

- Broadband communication networks
 - Multiplayer Online Games (MOGs)
 - client/server
 - extensible maps, objects, weapons
 - free movement
 - Peer-to-Peer networking (P2P)
 - messaging
 - file exchange
- FRAG: Framework for Realtime Ad-hoc Games

The logo for ARENA features the word "ARENA" in a bold, metallic, 3D-style font. The letters are dark with a lighter, reflective top surface, giving them a heavy, industrial appearance. The background behind the text is a textured, golden-brown surface that looks like sand or a fine-grained material, with some darker, circular patterns that could be interpreted as ripples or a topographical map.

ARENA Mission Statement

- You are asked to develop a peer-to-peer multiplayer realtime online game (SWORD)
 - Fantasy world
 - Cooperative accomplishment of missions

- Onsite Client: Patrick Renner



Scenario

- Susan asks five friends to join her SWORD
 - stop-watch mode
 - restricted to buddies
 - agree on meeting point (waterfall)
- Stephen joins later
- Susan leaves SWORD, Lyta takes over her equipment and mission
- Next day they pick up the game on their subway ride to campus



Client Perspective

- don't forget to take notes!



Functional Requirements

- Start SWORD
- Pick up running game
- Suspend
- Disconnect/Reconnect
- Hand over
- Broadcast game data



Nonfunctional Requirements

- The game shall employ the FRAG framework
- The game world shall be algorithmically defined
- Access to games can be restricted to buddy lists or teams
- Game setup requires no network configuration
- Games can be played without connection to a server
- The game design shall be platform-independent and based on open standards



Nonfunctional Requirements - 2

- The game shall use one new I/O device
 - head tracker, data glove, lip reader, retina tracker
- The game exhibits interactive response time
 - realtime playing (12 frames/sec) on iBook over Wireless LAN



Deliverables

- open source project portal
- system design and implementation, based on FRAG
- functional prototype demonstration
- complete project archive on DVD



Schedule Overview

1. Team Assignments
Team Portrayal
2. Analysis Baselined
Requirements Review
3. Design Baselined
Design Review
4. APIs Complete
Unit Test Suite Presentation
5. Test Drivers and Stubs Complete
Integration Test Suite Presentation
6. Client Acceptance Test Dry-Run
Client Acceptance Test
7. Documentation Finalized

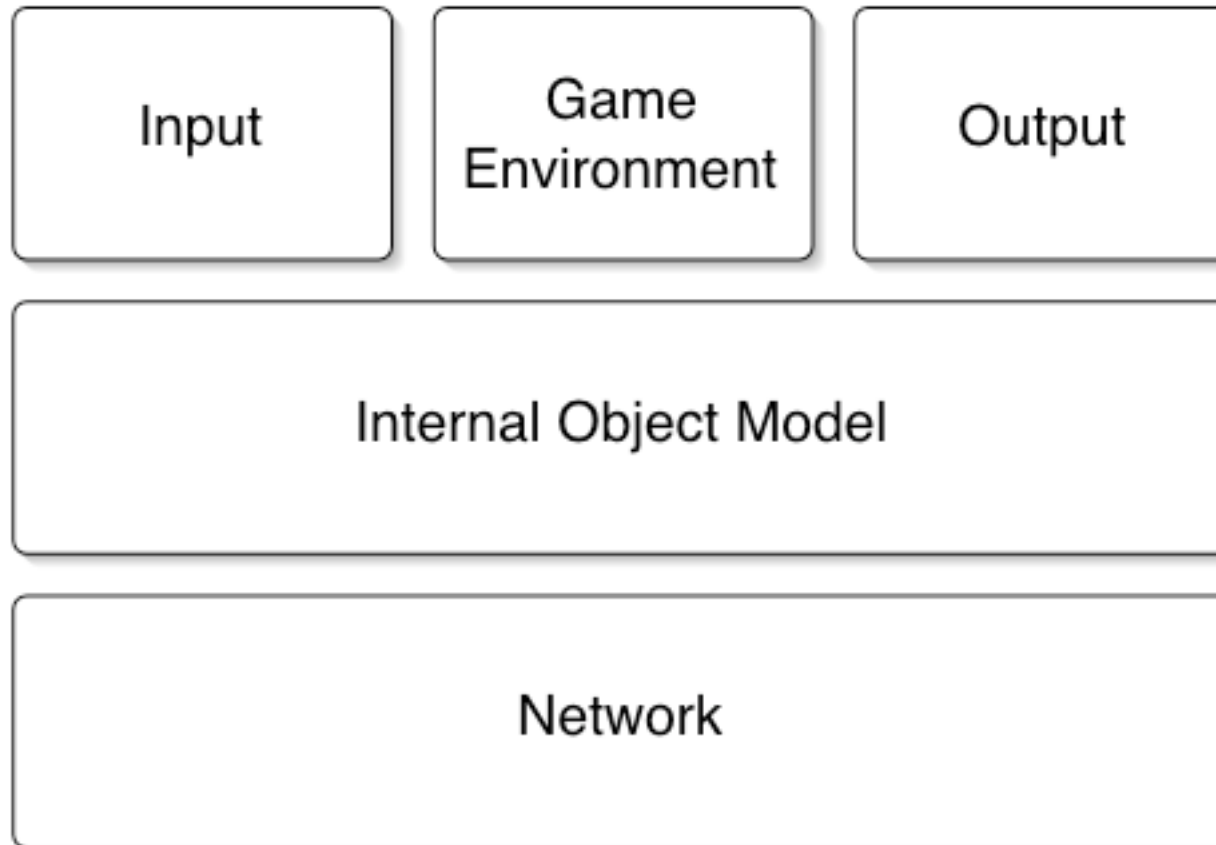


The next 4 weeks

- 16. Oct. 2002 today: Thanks for coming!
- 23. Oct. 2002 Tutorials and Team Portrayal
- 31. Oct. 2002 Analysis Baselined
- 06. Nov. 2002 Analysis Review



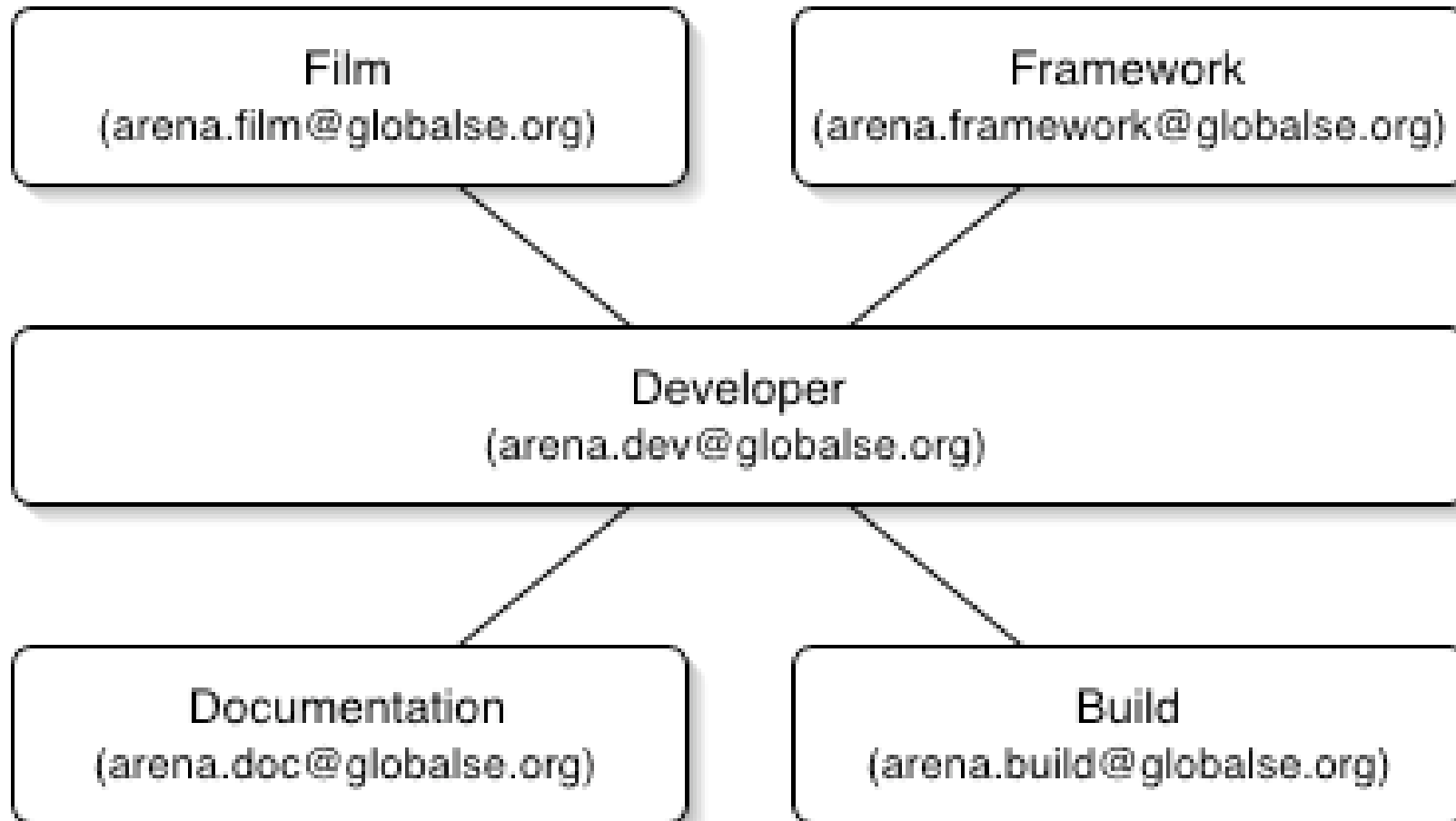
Top-level Design



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Team Organization





Client Acceptance Criteria

- based upon a newly created concept, “clones” of existing games are not allowed
- built on top of the (modified) FRAG framework
- Deliverables are negotiated and delivered on time
- interactive demonstration with at least five iBooks and at least one new I/O device

Communication In A Software Project

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Overview

- Problem
- Meetings
 - Roles
 - Preparation
 - Conducting
 - Recording
- BBoards
 - Posting
 - Issues
- Email
- AIM



Problem

- How to communicate in an effective way?
- Communication between different teams & locations
- Example: Ariane 501 crash



Satellite worth: \$500 Mio.





Solution

- Spend more time communicating than coding/doing „real“ work
- Follow communication guidelines
- Choose the mode of communication which suits best



Overview: Project Communication

- Modes of communication
 - Scheduled communication (Client reviews, Inspections, brainstorming, postmortem review)
 - Event-driven communication (Request for clarification, requests for change, issue resolution)



Meetings

- Disadvantages of face-to-face meetings
 - Low bandwidth
 - Difficult to schedule
 - High cost
 - Difficult to stay awake
- Why meet then?
 - to understand,
 - to negotiate,
 - to convince,
 - to motivate,
 - to make decisions, and
 - to move on.



Meeting roles

- Facilitator
 - Prepares the agenda
 - Interrupts people who talk too much
 - Gives floor to people who don't talk enough
 - Uses agenda to focus the meeting and reach decisions
- Minute taker
 - Records the discussion
 - Keeps track of decisions and actions items
- Time keeper
 - Reminds meeting participants of passing time
 - Allows facilitator to make the discussion progress

The logo for ARENA features the word "ARENA" in a bold, black, serif font with a slight 3D effect. It is set against a background of a wooden surface with concentric growth rings, which is partially obscured by a white, cloud-like or smoke-like effect on the left side.

ARENA Preparing A Meeting

- Primary facilitator writes an agenda
 1. Purpose
 2. Desired outcome
 3. Status items
 4. Discussion items
- Facilitator posts agenda 24 hours before meeting
 - Members post feedback on agenda.
 - Facilitator revises agenda.



Conduct meeting

- Agenda is frozen when the meeting starts
- Status
 - Round table, each member has 1 min to describe his status
 - Information sharing items
- Discussion
 - Issues are negotiated and resolved, one at a time
 - Resolving an issue will generate action items
- Wrap up
 - Minute taker recaps actions items
 - Members criticize the meeting



Conduct meeting: heuristics

- Listen actively
 - Don't pick a fight if you do not disagree
 - Participate actively
 - Say what you think now, later will be too late
- Be punctual
- Be willing to compromise
- Share responsibility
- Check process and ground rules



Record meeting

- Minute taker records the meetings including:
 - *Status items*
 - *Issues* that were discussed
- *Proposals* addressing the issues (including the discarded ones)
- *Arguments* for and against each proposal
- *Resolutions* of each issues
- *Action items* implementing resolutions
- Minute taker posts the minutes as a response to the meeting agenda within 24 hours of the meeting



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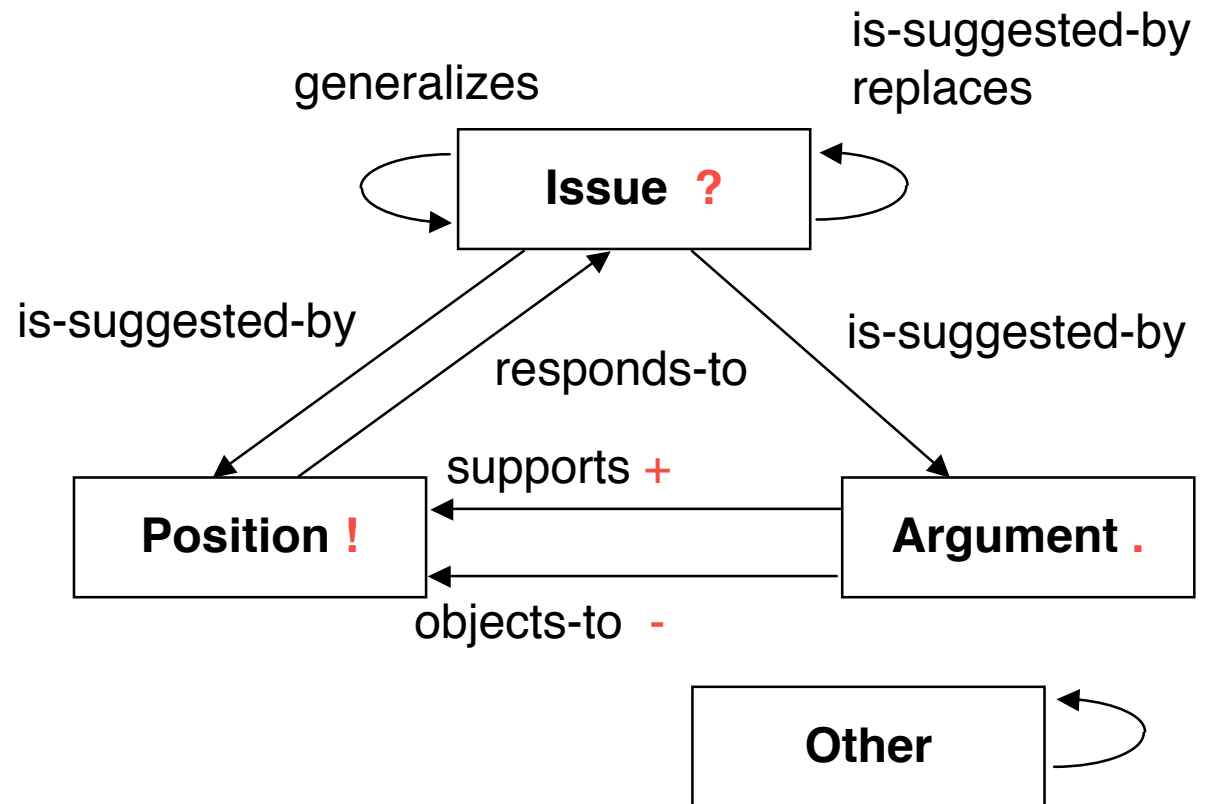


BBoards

- Web-based communication
- One-to-many communication
- Used for meeting agendas & minutes, status notifications
- Rhetorical model for Issue Resolution

ARENA BBoard Issue Models

- Semi structured notation for capturing rationale as decisions are made.
- Nodes are pieces of natural language text
- Links represent relationships between nodes





Your next steps

- Register, if you still need to
- Read your email for team assignments on Friday
- Meet with your Coach in time to prepare the Team Portrayal Presentation next Wednesday



Thank you!

Good fight, good night!