# Script for Arena – Showcase

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What we want to show with this Showcase is the idea, the development and the ... the sw-engineering process of sword.

We need to show the location, Garching, maybe Fröttmaning, the halls of development.

The story begins with the start of the project. Everybody is enthusiasmic, willing and motivated. But during times, the work gets out of control. There is more and more to do, there does not seem to be a way out of this mountain of work. Then, the first tests are looking good. The project displays a screen with a adventurer. Apparently all seems fine. But then the project stops as sword compiles, but does not start any more. The battle seems lost as nobody knows where to start and to erase the errors. Everybody is very dissapointed and frustrated. But there is still a little flame burning in all of us and we get together to evaluate. Discussions and coding sessions bring it back to life, and sword works. The devellopers are happy playing and get good ideas for Arena 2.The customer is happy, too, and so are we. We get the scheins and look forward to what arena 2 will bring us ...

End:
All are playing sword and evrything is fine

The whole story is 'told' by Oliver, the project manager, from his point of view. He tells about the different stages of softare-engineering, the Analysis, System Design, the Object Design, Coding and Testing. All stages are been shown by extinguishing pictures:

Anaylsis:  RAD

SDD:       Sequence Diagramms

ODD:       Objects

Coding:    Coding Sessions

Testing:   What we did achieve...

A nice way to show this is to begin with the showcase at the end of the project. Something like Oliver is sitting at his balcony, smoking cigarette and remembers the project. Or Oliver is leaving the campus with a smile in his face...'But it did not look so good before'.

Then we do 'once upon a time', and show how the project started until the end, commented by Ons or Offs of Oliver. This section covers the stages of devellopment right until playing the game.

 Then we come back to Oliver who is happy, and the film ends.

Well, this was just an example supject to discussion.