Team Bonsai – Character Voices

Bonnie – The Lone Wolf

Specialization:	Programming
Nationality:	British
Personality:	Decisive, impatient, focused
Tone:	Sophisticated but disconnected
How does it manifest:	Content is described in great detail
	Hard to understand for non-programmers
	No clear relations to other notes
	Makes team decisions in the DevNotes
Language characteristics:	Long sentences with many subordinate clauses
	No questions or other attempts to invite others to the conversation
	Use of complex technical terms (e.g. recursion, stack overflow error)
	Flawless grammar and spelling
	British spelling and use of perfect over simple past

Amount of notes:	�▊	▢	▢
Length of notes:	▊	▊	▊
Development over time:	Tries to explain programming terms in simple words later on		
	Gets used to ask for team feedback instead of making all decisions herself		

Nikolai – The Dreamer

Specialization:	Design
Nationality:	Russian
Personality:	Optimistic, lighthearted, disorganized
Tone:	Excited but elusive
How does it manifest:	Wild and unique ideas
	Messy sentence structure
	Numerous unrelated thoughts within a single note
	Notes read like a stream of consciousness
Language characteristics:	Frequent use of Russian smileys (closed parenthesis at end of sentence)
	Absence of transitional words that would connect sentences
	Many sentences start with 'or', 'what if', 'maybe'

Occasional absence of articles (e.g. I like idea but not sure)

Amount of notes:	■	■	■
Length of notes:	■	□	□

Development over time: Frustration when content is cut towards stage 4

Tries to bring back old ideas in new disguises

Sandra – The Veteran

Specialization: Design

Nationality: German

Personality: Honest, direct, controlling, closed-minded

Tone: Professional but harsh

How does it manifest: Frequent use of game dev terms (e.g. blockout, core loop, game state)

Explanations of terms and concepts

Absence of weakening expressions (e.g. maybe, a bit, somewhat)

Absence of terms indicating personal opinions (e.g. for me, personally, imo)

Language characteristics: Short, precise sentences

Overuse of nouns

Few subordinate clauses

Absence of parenthesis

Amount of notes:	■	■	□
Length of notes:	■	■	□

Development over time: Explanations become less frequent (team becomes familiar with game dev)

No comments from Sandra during third stage (absent because parent dies)

Tone becomes even harsher in fourth stage (senses animosity from team)

Alejandro – The Gambler

Specialization: Art

Nationality: Argentinian

Also takes care of Sound Design later

Personality: Passionate, intuition-driven, unreflecting

Tone: Involved but presumptuous

How does it manifest: Frequently comments on the team's progress in a negative way

Lists all the tasks he completed in detail

Reminds everyone about all the stuff that is still missing

Language characteristics:	Long enumerations of completed tasks
	Inappropriate choice of words
	Tries to soften statements by using 'we' (e.g. we really need to get the art done)
	Sometimes wrong order of words in questions (e.g. You are happy?)
Amount of notes:	
Length of notes:	
Development over time:	Tone becomes more aggressive and personal attacks come up
	Generally, more and longer notes later on

Iver – The Player

Specialization:	Art
Nationality:	Danish
Personality:	Detail-oriented, curious, enthusiastic
	Later: Disillusioned
Tone:	Naïve but curious
How does it manifest:	Many questions about game development
	Expressions of surprise (e.g. really?!?, WTF)
	Absence of technical terms
	Frequent references to other games
Language characteristics:	Overuse of exclamation points and question marks
	Incorrect capitalization and regular spelling mistakes due to excitement
	Neologisms through compounding (e.g. game-space-planner)
	Vague terms and player lingo (e.g. ragequit, op, aggro)
Amount of notes:	
Length of notes:	
Development over time:	Questions become less frequent over time (turns disillusioned)
	References to other games become less frequent, too
	Notes focus more on the project than on realizations about game dev
	Generally, less and shorter notes later on