

# Team Bonsai – Developer Personalities



Small indie team of 5 people from different backgrounds and nations

Met on forum of a shooter game they love

Called “Team Bonsai” because of first letters of their names

## **Bonnie – The Lone Wolf**



Specialization:	Programming
Nationality:	British
Experience:	Somewhat experienced in game development (solo dev until now) Inexperienced in working with a team
Personality:	Decisive, impatient, focused
Conflict:	Autonomy vs. dependence Transitioning from solo dev to team work
How does it manifest:	Makes decisions that others have to revert and correct later on

## **Nikolai – The Dreamer**



Specialization:	Design
Nationality:	Russian
Experience:	No experience in game development Experienced in other creative areas (e.g. short stories)
Personality:	Optimistic, lighthearted, disorganized
Conflict:	Quality vs. quantity Ambitions vs. constraints
How does it manifest:	Presents loads of rough, over-ambitious ideas His ideas lead to feature creep in the third stage

## **Sandra – The Veteran**



Specialization:	Design
Nationality:	German
Experience:	Experienced in professional, high-budget game development

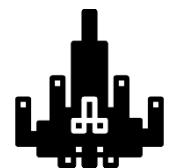
	First time working with a small, unprofessional team
Personality:	Honest, direct, controlling, closed-minded
Conflict:	Liberty vs. authority
	Honesty vs. empathy
How does it manifest:	Cuts content and assigns tasks like a manager
	Feedback is not tailored to the recipient, too harsh sometimes

## Alejandro – The Gambler



Specialization:	Art
	Also takes care of Sound Design later
Nationality:	Argentinian
Experience:	Somewhat experienced in game art
	No professional experience, was not able to turn game art into a job
Personality:	Passionate, intuition-driven, unreflecting
Conflict:	Commitment vs. consideration
	Projecting own standards onto others
How does it manifest:	Quits his day job and commits to the project completely
	Expects everyone else to work as much as he does
	Gets angry and pushy if he feels like someone is not giving it everything

## Iver – The Player



Specialization:	Art
Nationality:	Danish
Experience:	Very experienced and knowledgeable player
	No prior experience in game development
Personality:	Detail-oriented, curious, enthusiastic
	Later: Disillusioned
Conflict:	Disillusionment vs. naivety
	Side effects of learning (ignorance is bliss)
How does it manifest:	Asks many questions about game development in early stages
	Constantly references other games in early stages
	Questions and references become less and less frequent