Alice Warren

App Developer / Programmer

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You're the daughter of Henry Warren, co-founders and original CTO of Gatekeeper Cloud Services. He designed Keystone, the start-up's debut product, and you helped him develop it even before he officially brought on at GCS. You were obsessed with the project, but then he was suddenly let go and he took off on an extended vacation with only a paltry farewell e-mail to you. He hasn't come back yet and the whole thing just smells fishy to you.

You're sure that someone at GCS knows what happened to him, but everyone acts so weird about everything all the time. Even Noah brushes you off when you ask too many questions, so much for geek solidarity. You've been too busy playing rockstar developer to get close to anyone you can trust. You're sensitive, a bit impulsive, and prone to sharing all your thoughts on social media. You get a bit dramatic when discussing your father.

To play Alice

▰ Be alert. Jump on any opportunity and hold onto it until you get what you want.

▰ Be an intense cloud of energy, but move about with grace and purpose, like a dragonfly.

▰ Gesture with your hands and arms, smoothly and slowly. Take up more space than you need.

▰ Make an effort to gain someone's trust, even though social skills aren't your forte.

Secrets

You're positive that something shady happened to your father. Nobody will say anything, but you're sure that the bigwigs like Gregory, William, and Adela had something to do with it. And who knows who else... You've amassed a small cache of evidence (feel free to make up the details) and you're willing to talk about it or show it to anyone who you think might help you.

Everyone's been talking about Sentinel, a new app that might supplant Keystone as your core business to secure the next round of funding. You don't know the first thing about it and your father never mentioned it. Sometimes you think back to his last present: A pendant full of strange symbols, too tacky to wear it to the office. What if he's just burnt out? No, that can't be it.

Objectives

▰ Find out what happened to your father. You'll have to dig up everyone's secrets and share them with people you think are trustworthy.

▰ Establish some good friendships, to share this mystery with. Even you can't do this alone.

▰ If you come to a conclusion about your father, publicly confront the people responsible, and take them to task for what they've done. Assuming you didn't get everything wrong...

▰ Finish at least three tasks, and submit your finished product (complete sudoku puzzles) to William Rice. He's asked you to report to him directly, instead of going through Adela as usual. You're preparing the GCS framework for Sentinel, so you'll need Noah's help. Try to get along.
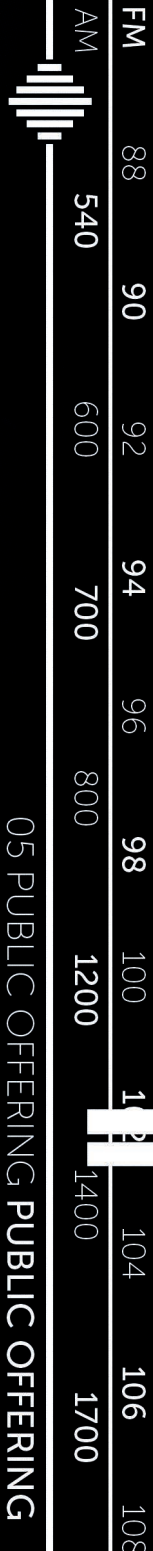
Skills

- ▼ *Authority* on Keystone.
- ▼ *Expert* on DIY jewellery.
- ▼ *Expert* on Father's disappearance.

Co-workers

▼ *Gregory Perkins* is a rich old man, and a family friend, but he always seems like he wants something from you. You're not sure how much you can trust him.

▼ *William "Bill" Rice* is like every other business guy you know. He always seems nice, but gives off a really cold vibe when you try to be friendly with him.

▼ *Adela Sorazos* is some kind of witch, you've always thought. She's cold and impersonal and probably had your father killed or something. You seethe at her.

▼ *Ernest Frye* is Adela's henchman, probably hired to make the evidence disappear. You hate him, even though he's just doing his job.

▼ *Seneca Billings* seems like they could be on your side. You've found yourself confiding in them more than once, and you don't think your trust is misplaced.

▼ *Noah Lapham* gives you more trouble than he needs to. You're just trying to work together, but he always finds a way to make your life harder. Is he jealous?

▼ *Josef Silva* is a sweet guy. If you weren't co-workers, you might've asked him out. But he acts like a weirdo all the time.

▼ *Randy Chandra* is someone you know from college. He's always tried to make people think he's something that he's not, but you've learned to tolerate him.

▼ *Fern Czanek* is a bit shallow and loopy at times, but she's a fine office manager, and you respect her.

▼ *Francis Morgan* is a mystery to you. They give off a really weird vibe any time you try to talk to them, and you're not sure what to do with them.

▼ *Curtis Ricci* is a wonderful goofball, and always super helpful to you. If only he wasn't so useless...

▼ *Charlotte Germain* is someone you could be best friends with, if she was just a little bit smarter. Still, she's extremely pleasant and cheerful.

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Day planner

9:00

▼   Schedule meetings with Fern.

9:30

▼   Company-wide stand-up meeting.

Morning

▼   Meeting with Adela and Noah about the launch of Project Sentinel.

▼   Meeting with Noah, Gregory, and Curtis about Gatekeeper Cloud Services roadmap.

▼   Find some time by yourself to jot down notes on future projects.

Noon

▼   Lunch.

Afternoon

▼   Work with Noah to test new Keystone build (nevermind Sentinel...).

▼   Publicly confront the people responsible for your father's disappearance. They can't get away with it.

▼   If there's any time left: Force Josef to tell you why he's being so weird.

16:00

▼   All-hands meeting.

Evening

▼   Start working on a new pendant to celebrate. Or go out with someone, for a change.

Tasks

You've got some programming work to get done by the end of the day, represented by the four sudoku puzzles in the following page. Complete them all and deliver the shiny new code to William Rice by 16:00.

As much as you'd love to work by yourself, you'll need Noah's help to get the job done. Try to get along with him or you'll be unable to accomplish anything.

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