



CURTIS RICCI

Project Manager / Customer Rep

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You're the guy who talks to customers, figures out what they need, and then tries to convince GCS to build it. Unfortunately, you're much too nice to ever say no! The programmers give you a lot of grief for asking them to do the impossible. You really don't get apps: If you can do anything with computers, what's the harm in going big?

You're not a manager, and don't know how to run a project, but you do your best and you fake confidence, even when you mess things up. You even got put in charge of payroll! Sure, the outcome still leaves much to be desired.

You're a bit goofy, but you compensate with cheekiness, kindness and honesty, so much so that you leave yourself open to be hurt. You can make anyone laugh, especially the ladies. You live to please, eat good food and have a good time.

To play Curtis

- ▶ Smile too big, and open your eyes way too widely. Laugh at your own jokes.
- ▶ Imagine that you are a foot taller than you actually are. Take up as much space as you like.
- ▶ Walk on the balls of your feet. Keep your balance, but imagine that you could roll forward at any moment. Be clumsy, but graceful.
- ▶ Offer to help anyone who has more status than you (that is, everyone but Charlotte).
- ▶ Play pranks, but never in a mean way.

Secrets

Secrets? Why should you keep secrets? You are exactly what you seems to be: a cheerful, friendly doofus. Curtis Ricci has nothing to hide, nothing at all!

... Okay, maybe there's one thing. It's not exactly a secret, but you just started taking dance classes. You know there's nothing to be ashamed of, but you're a little embarrassed to tell everyone.

Objectives

- ▶ Manage your projects! Everyone has a lot of work to do to keep Keystone updated, and to your flagship app, and to prepare for the Project Sentinel launch. Write down a list of at least a dozen things that you think customers would want from each of those products (Keystone is a "cloud computing platform", and Sentinel is a "cloud security service", whatever those mean to you). Then get together with the folks that make stuff go, and explain your ideas and try to get them to agree to build them.
- ▶ You've seen Alice in a bad mood lately. See if you can figure out what's getting her so down, and maybe offer to help her out.
- ▶ Find someone to help you figure out how to fix the mess you made of payroll. You need to turn it in to Adela by the end of the day. Pity you have no idea how do it yourself. You need to find someone that understands it better and have them explain it to you; better yet, watch them do it while they talk through their thought process. How else are you going to learn?

Skills

- *Authority* on Clients.
- *Expert* on Food.
- *Expert* on Pranks

Co-workers

➤ *Gregory Perkins* is the big boss man, and although he doesn't have time for someone like you, he seems like a nice enough guy.

➤ *Bill Rice* is super rich, and super fun. You don't envy him, but you dream about what it'd be like to be someone like him.

➤ *Adela Sorazos* is kind of mean, but she's probably just got a lot going on. Think of how you could help her out, and maybe she'd be less mean to people.

➤ *Ernest Frye* is too busy to really be friends with. He seems to like talking to people, though... So why not you?

➤ *Seneca Billings* is, like, your best friend! They actually go out with you after work, and sometimes they tell you stuff they shouldn't, but good friends don't tell other friends' secrets, right?

➤ *Noah Lapham* is a bad man. You do your best to make him like you, but he's just so mean all the time. You don't like saying it, but he's just a... Jerk.

➤ *Josef Silva* is like a big brother to you, almost. You're not sure if he sees you like that, but that's okay

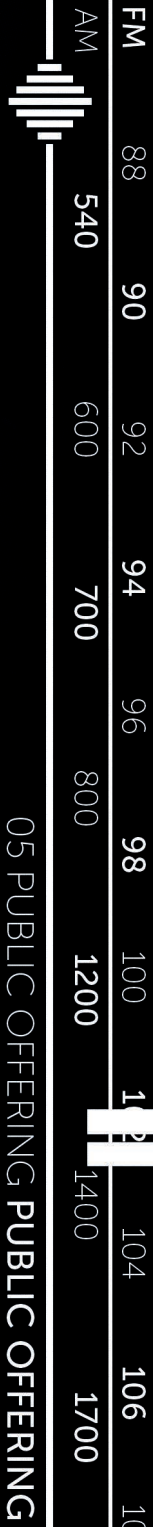
➤ *Alice Warren* is really sweet, but seems really sad on the inside. Seeing her hurting makes you hurt, too.

➤ *Randy Chandra* is a guy who looks good, and dresses very nicely. You should ask him for fashion advice.

➤ *Fern Czanek* is really, really nice. She helps you out all the time, and makes your job so much easier than it could be. You wish there was something nice you could do for her back.

➤ *Francis Morgan* just makes you feel weird. You try to be nice, but they just kind of look at you like they pity you or something. Whatever.

➤ *Charlotte Germain* is the best person you know. She's always super friendly and super helpful and has a great smile.



Day planner

9:00

- Schedule meetings with Fern.

9:30

- Company-wide stand-up meeting.

Morning

- Meeting with William, Noah, and Alice about the future of Keystone.
- Meeting with Gregory, Noah, Alice, and Adela about the new project, Sentinel.

Noon

- Lunch.

Afternoon

- If people haven't signed off on your product requirements, pull them into another meeting to explain more to them.
- Find someone to help you with payroll. You can't do it yourself.
- Talk to folks, socialize. Try to arrange after-work drinks with Seneca and Charlotte. And maybe Josef and Randy.

16:00

- All-hands meeting.

Evening

- Drinks and snacks!

Tasks

You need to get payroll done by the end of the day. It's represented by the sudoku puzzles in the following page. You need to get at least two solved and bring them in to Adela by 16:00.

One tiny problem: You have no idea how to fill these in by yourself. Since you can't solve the sudoku alone, you'll need to get a co-worker to do it for you. Ask them to walk you through their thought process and listen intently, in the (vain!) hope to learn to do it yourself.

1		8	5	6		
			6		9	
	8		1		2	
8	5		9	3		
7						2
	9	3			8	7
2		5		8		
8		6				
	5	1	4		3	

			5			2	3	8
6			1	4	3			9
	9	3					1	
	1	7			5	6		
4	3						8	5
		5	6			1	9	
	6					8	4	
1			8	3	7			2
8	7	9			2			

			3					
			7		1	2		
1	2			8		3	4	
4	7		9	3		1		
		7	6	5				
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2	9		3	8				

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