

IDENTITY

Name

Team

WORK LIKE

YOU GAME



ASPECTS

Team High Concept

Team Trouble

Individual High Concept

Individual Trouble

Additional Aspect

SKILLS

Great: _____

Good: _____

Fair: _____

Average:

STUNTS

Team Stunt

Individual Stunt

Individual Stunt

DEFINITIONS

Identity: Personal identity is the name you prefer to go by. This can be your legal name, a nickname, or other alias. Your team identity name you use to identify the people you work beside daily.

Aspect: This is a phrase that describes you or your team. A high concept may be your role or calling in life. A trouble aspect is a complication, something that slows you or the team down.

Skills: A word that describes a broad family of competency at something. Examples include: Kanban, Scrum, Cost of Delay, Auto. Testing, Java, C#, Personas, Improv, Scripting, Shielding

Stunts: A special trait you (or your team) possess that reflects exceptional talents, elite training, a mark of destiny, innate coolness, etc. They make you and your team unique.

Example Skills List

Name

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Skill Category 1

3D Design	Database Systems	Lock Picking	Research
AI Learning	Decomposition	Metrics Gathering	Robot Automation
Automated Testing	Flow	Motorcycle Engineering	Scrum
C#	Game Design	Node.js	Sizing
Cloud	Java	Persona Building	Teaching
Cost of Delay	Kanban	Photography	Unity
Data Presentation	Lean	Quality Assurance	Web Design

Skill Category 2

Asking Why	Etiquette	Leadership	People Leadership
Cat Hearing	Game Mastering	Learning	Social Adaption
Coaching	Hashtagging	Marketing	Social Engineering
Communication	Influence	Mediation	Story Telling
Culture Building	Interpretative Dance	Mentoring	Teaching
Diplomacy	Interviewing	Motivation	User Experience
Empathy	Intimidation	Observation	Visioning