

STORY ENGINE SETTINGS: "The Apartment"

CHARACTER DYNAMICS:

MC RESOLVE: **Change**
 MC GROWTH: **Start**
 MC APPROACH: **Be-er**
 MC PROBLEM-SOLVING STYLE: **Logical**
 IC RESOLVE: **Steadfast**

PLOT DYNAMICS:

DRIVER: **Decision**
 LIMIT: **Optionlock**
 OUTCOME: **Failure**
 JUDGMENT: **Good**

OVERALL STORY*(The Apartment as a Sex Den)*

THROUGHLINE: **Situation**
 CONCERN: **How Things are Changing**
 ISSUE: **Threat vs. Security**
 PROBLEM: **Expectation**
 SOLUTION: **Determination**
 SYMPTOM: **Hunch**
 RESPONSE: **Theory**
 CATALYST: **Security**
 INHIBITOR: **Worry**
 BENCHMARK: **The Future**
 SIGNPOST 1: **The Past**
 SIGNPOST 2: **How Things are Changing**
 SIGNPOST 3: **The Future**
 SIGNPOST 4: **The Present**

MAIN CHARACTER*(C.C. "Bud" Baxter)*

THROUGHLINE: **Manipulation**
 CONCERN: **Playing a Role**
 ISSUE: **Desire vs. Ability**
 PROBLEM: **Expectation**
 SOLUTION: **Determination**
 SYMPTOM: **Test**
 RESPONSE: **Trust**
 UNIQUE ABILITY: **Ability**
 CRITICAL FLAW: **Experience**
 BENCHMARK: **Changing One's Nature**
 SIGNPOST 1: **Developing a Plan**
 SIGNPOST 2: **Changing One's Nature**
 SIGNPOST 3: **Conceiving an Idea**
 SIGNPOST 4: **Playing a Role**

IMPACT CHARACTER*(Fran Kubelik)*

THROUGHLINE: **Activity**
 CONCERN: **Doing**
 ISSUE: **Experience vs. Skill**
 PROBLEM: **Proven**
 SOLUTION: **Unproven**
 SYMPTOM: **Hunch**
 RESPONSE: **Theory**
 UNIQUE ABILITY: **Skill**
 CRITICAL FLAW: **Desire**
 BENCHMARK: **Obtaining**
 SIGNPOST 1: **Doing**
 SIGNPOST 2: **Obtaining**
 SIGNPOST 3: **Understanding**
 SIGNPOST 4: **Gathering Information**

MAIN VS. IMPACT STORY*(Budding Romance)*

THROUGHLINE: **Fixed Attitude**
 CONCERN: **Impulsive Responses**
 ISSUE: **Worry vs. Confidence**
 PROBLEM: **Expectation**
 SOLUTION: **Determination**
 SYMPTOM: **Unending**
 RESPONSE: **Ending**
 CATALYST: **Confidence**
 INHIBITOR: **Threat**
 BENCHMARK: **Innermost Desires**
 SIGNPOST 1: **Memories**
 SIGNPOST 2: **Impulsive Responses**
 SIGNPOST 3: **Innermost Desires**
 SIGNPOST 4: **Contemplation**

ADDITIONAL STORY POINTS

GOAL: **How Things are Changing**
 CONSEQUENCE: **Impulsive Responses**
 COST: **Doing**
 DIVIDEND: **Playing a Role**

REQUIREMENT: **The Future**
 PREREQUISITE: **Innermost Desires**
 PRECONDITION: **Obtaining**
 FOREWARNINGS: **Changing One's Nature**

VOCABULARY:

Ability: being suited to handle a task; the innate capacity to do or be

Activity: an activity or endeavor

Be-er: C.C. "Bud" Baxter prefers to work things out internally

Change: C.C. "Bud" Baxter changes his essential nature while attempting to solve the problem

Changing One's Nature: transforming one's nature

Conceiving an Idea: coming up with an idea

Confidence: belief in the accuracy of expectations

Contemplation: present considerations

Decision: in the plot, decisions force actions

Desire: the motivation toward something better

Determination: a conclusion based on circumstantial evidence

Developing a Plan: visualizing how an existing idea might be implemented

Doing: engaging in a physical activity

Ending: coming to a conclusion

Expectation: a conclusion as to the eventual effect of a particular cause

Experience: the gaining of familiarity

Failure: the original goal is not achieved

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: C.C. "Bud" Baxter ultimately succeeds in resolving his personal problems

How Things are Changing: the way things are going

Hunch: an understanding based on insufficient circumstantial evidence

Impulsive Responses: innate responses

Innermost Desires: basic drives and desires

Logical: C.C. "Bud" Baxter uses inherently logical (linear) problem solving techniques

Manipulation: a manner of thinking or demeanor

Memories: recollections

Obtaining: achieving or possessing something

Optionlock: the story climax occurs because all options have been exhausted

Playing a Role: temporarily adopting a lifestyle

Proven: an assessment that something is correct by all relevant standards

Security: an evaluation of one's defenses and protections

Situation: a situation or environment

Skill: aptitude or innate ability

Start: regarding C.C. "Bud" Baxter, the audience is waiting for something to begin

Steadfast: Fran ultimately retains her essential nature

Test: a trial to determine something's validity

The Future: what will happen or what will be

The Past: what has already happened

The Present: the current situation and circumstances

Theory: an unbroken chain of relationships leading from a premise to a conclusion

Threat: an evaluation of potential negative forces

Trust: acceptance without proof

Understanding: appreciating the meaning of something

Unending: continuing without cessation

Unproven: a conjecture that has not been tested

Worry: concern for the future