

Story Points Output for "Story Embroidery Exercise 2011"

Story Title: "Story Embroidery Exercise 2011"

- MC Resolve: Change (the ultimate disposition of Shawn Whitaker to Change or Remain Steadfast as it concerns how Shawn Whitaker changes his essential nature while attempting to solve the problem)
- MC Growth: Stop (Shawn Whitaker's growth toward an ending or beginning as it concerns how regarding Shawn Whitaker, the audience is waiting for something to end)
- MC Approach: Be-er (Shawn Whitaker's preference for external or internal problem solving techniques as it concerns how Shawn Whitaker prefers to work things out internally)
- MC Problem-Solving Style: Linear (Shawn Whitaker's tendency toward linear or holistic problem solving as it concerns how Shawn Whitaker uses inherently linear problem solving techniques)
- Story Driver: Action (the kind of activity that pushes the overall story forward as it concerns how in terms of the Overall plot, actions force decisions)
- Story Limit: Timelock (the constraint of time or options that, by running out, forces the story to a climax as it concerns how the story climax is brought about by a time limit):

The State Arbitrator has thirty (30) days to kill the town's "Arts District"

- Story Outcome: Success (a logistic assessment of how things ended up as it concerns how the original goal is achieved):
Yvonne's effort to shut down the Arts District are successful. The State takes over redevelopment.
- Story Judgment: Bad (the story assessment of whether or not Shawn Whitaker ultimately resolves his personal problem as it concerns how Shawn Whitaker ultimately fails in resolving his personal problems):
Shawn is crushed as he loses Estelle.

THE OVERALL STORY THROUGHLINE:

Manipulating a town out of its Fine Arts district

- Domain: Being Truculent (a manner of thinking or demeanor is the general area in which the Overall Story's problem resides):
An overly argumentative new city council is installed in a super conservative small town in the south during the 1980's.
- Concern: Becoming a Man (transforming one's nature is the area of shared concern in the Overall Story):
Everyone is concerned with the fact that the junior partner in the Arts District's popular hair salon is going to be a man (sex change).
- Issue: Being Held Accountable for Something (taking, accepting, or assuming control to the exclusion of others is the Overall Story's thematic focus)
- Counterpoint: Commitment (a decision to stick with something regardless of the consequences is the Overall Story's thematic rebuttal)

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- Thematic Conflict: (the Overall Story's thematic comparison as it balances Responsibility against Commitment)
- Problem: Losing Control over Something (directed, constrained is the source of the Overall Story's difficulties):
Losing control of the town.
- Solution: Becoming Frenzied because of a Particular Group (directionless, unconstrained, free is the actual remedy for the Overall Story's problem(s)):
Dropping restrictions on permits that results in frenzied parties in the Arts District causing the State to step in and take over.
- Symptom: A Particular Group Censoring One's Actions (forgoing an immediate pleasure or benefit because of future consequences is the principal symptom of the Overall Story's problem(s)):
The council censors the hair salon owner's efforts to use eco-friendly products.
- Response: Giving In to Temptation (the urge to embrace immediate benefits despite possible consequences is the apparent remedy for the principal symptom of the Overall Story's problem(s))
- Benchmark: Devising (visualizing how an existing idea might be implemented is the standard by which progress is measured in the Overall Story)
- Catalyst: Toying with Someone (a decision to stick with something regardless of the consequences is the kind of item which serves to push the Overall Story forward)
- Inhibitor: Being Altruistic (doing or being based on what is best for others is the kind of item which serves to impede the Overall Story's progress)

THE MAIN CHARACTER THROUGHLINE: : ***Shawn Whitaker***

- Domain: Fearing Death (a fixed attitude or outlook is the realm of Shawn Whitaker's personal journey and growth):
Shawn is afraid of dying because of exposure to hair spray chemicals.
- Concern: Being Lovesick (basic drives and desires is the issue or issues held in greatest importance by Shawn Whitaker)
- Issue: Being Hopeless (a desired future that falls within reasonable expectations is Shawn Whitaker's personal thematic focus, topic, or value standard)
- Counterpoint: Dream (a desired future that does not fall within reasonable expectations is the thematic opposite to the area of Shawn Whitaker's greatest sensitivity)
- Thematic Conflict: (the thematic comparison within Shawn Whitaker as it balances Hope against Dream)
- Problem: Having Someone's Actions Limited (directed, constrained is the source of Shawn Whitaker's drive; the source of Shawn Whitaker's problems):
Shawn is frustrated by the limited hair styles acceptable in the super conservative, small Southern town.
- Solution: Being Uninhibited (directionless, unconstrained, free is what is needed to truly satisfy Shawn Whitaker's drive; the solution to Shawn Whitaker's

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problems)

- Symptom: Being Rational (a rational sense of how things are related is the area or item Shawn Whitaker believes the problem to be)
- Response: Being Unable to Express Someone's Feelings (an emotional sense of how things are going is the response of Shawn Whitaker to his apparent problems):

Shawn believes his troubles will be solved by not being able to express his true feelings for Estelle; he keeps them bottled-up, unexpressed.

- Benchmark: Forgetting the words to a Song (recollections is the standard by which Shawn Whitaker's degree of growth is indicated):

As the story progresses, Shawn is able to remember more and more of the words to Air Supply's song, "I'm All Out of Love."

- Unique Ability: Hoping to be Someone (a desired future that falls within reasonable expectations is the quality that makes Shawn Whitaker uniquely qualified to resolve the story's problem):

Shawn hopes to become a married man.

- Critical Flaw: Being Chosen by a Particular Group (making a decision is the quality that inhibits or undermines Shawn Whitaker's effectiveness, specifically his Unique Ability):

Shawn is chosen to be the representative for the Arts District, which puts him front and center and makes it difficult to pursue Estelle.

THE INFLUENCE CHARACTER THROUGHLINE: *Tony Murray*

- Domain: Being Short (a situation or environment is the general area in which Tony Murray operates)
- Concern: Predicting Future Events (what will happen or what will be is Tony Murray's primary objective or purpose):
Tony is concerned with being re-elected.
- Issue: Delaying Telling a Particular Group about Someone's Intentions (putting off until later is the area of Tony Murray's greatest impact):
Tony delays telling the city council that he wants his brother's hair salon business to fail.
- Counterpoint: Choice (making a decision is the thematic comparison of Tony Murray's impact)
- Thematic Conflict: (the thematic comparison of Tony Murray's impact as it balances Delay against Choice)
- Problem: Using Logic about a Particular Group (a rational sense of how things are related is the nature of Tony Murray's drive)
- Solution: Being Full of Feelings for a Particular Group (an emotional sense of how things are going is the item, event, or process needed to truly satisfy Tony Murray's drive)
- Symptom: Ignoring Something's Conscience (forgoing an immediate pleasure or benefit because of future consequences is the area in which Tony Murray believes the problem can be resolved)

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- Response: Tempting the Gods (the urge to embrace immediate benefits despite possible consequences is Tony Murray's point of attack):

Tony rails against God because he feels cheated.

- Benchmark: Listening to an Oral History (what has already happened is the standard by which Tony Murray's impact is measured):

Tony listens to Shawn's telling of old family stories less and less.

- Unique Ability: Protracting (putting off until later is the quality that makes Tony Murray uniquely qualified to pressure Shawn Whitaker to change his nature):

Tony slows down Shawn's by delaying his courtship with Estelle, perhaps through protracting the permit processes.

- Critical Flaw: Losing Someone in One's Dreams (a desired future that does not fall within reasonable expectations is the quality that inhibits or undermines Tony Murray's impact):

Tony and Shawn are brothers through marriage (step brothers), though Tony has always dreamed they were full brothers. His efforts to thwart Shawn are undermined as he realizes his efforts are losing him his brother.

THE RELATIONSHIP THROUGHLINE: *Estranged Brothers*

- Domain: Running a Marathon (an activity or endeavor is the general area of difficulty between Shawn Whitaker and Tony Murray):

The estranged brothers are competitors in a Marathon.

- Concern: Surrendering Something (achieving or possessing something is the topic of contention between Shawn Whitaker and Tony Murray):

Neither brother wants to surrender the race to the other.

- Issue: Declining Public Morality (doing or being based on what is best for others is the Relationship's thematic focus):

"We weren't raised that way!" Each brother accuses the other of acting immorally.

- Counterpoint: Self Interest (doing or being based on what is best for oneself is the Relationship's thematic comparison)

- Thematic Conflict: (the Relationship's thematic comparison as it balances Morality against Self Interest)

- Problem: Believing in Something (accepting something as certain without proof is the underlying cause of the difficulties between Shawn Whitaker and Tony Murray):

Tony believes Shawn is sleeping with Tony's wife.

- Solution: Being an Atheist (the belief that something is untrue is the specific element that can resolve the difficulties between Shawn Whitaker and Tony Murray)

- Symptom: Abstaining for Fear of Consequences (forgoing an immediate pleasure or benefit because of future consequences is the area in which Shawn Whitaker and Tony Murray's attention is concentrated)

- Response: Seducing (the urge to embrace immediate benefits despite possible

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consequences is the nature of growth in the relationship between Shawn Whitaker and Tony Murray)

- Benchmark: Groking Something (appreciating the meaning of something is the standard by which growth between Shawn Whitaker and Tony Murray is measured):

The brothers slowly "get" the true nature of each other and their relationship (in a good way).

- Catalyst: Being Conceited about Something (doing or being based on what is best for oneself is the type of interaction that increases conflict between Shawn Whitaker and Tony Murray):

Tony's conceitedness drives tension in the brothers' relationship up.

- Inhibitor: Being Responsible for a Disaster (taking, accepting, or assuming control to the exclusion of others is the type of interaction that decreases conflict between Shawn Whitaker and Tony Murray):

Tony beats Shawn in the marathon, but tension in their relationship loosens up as they cause various disasters along the way.

CENTRAL PLOT POINTS:

- Goal: Being Dead because of Someone (transforming one's nature is the central "objective" of the Overall Story):

Kill the Arts District in a super conservative small town in the South because of State interests in the area.

- Consequence: Taking Someone Prisoner (achieving or possessing something is the result of failing to achieve the goal):

Yvonne, the State Arbitrator and primary proponent of killing the Arts District, will go to jail because of some undisclosed reason.

- Cost: Having a Precognition (what will happen or what will be is the prices that must be paid on the way to the goal)
- Dividend: Fearing Infection or Contamination (basic drives and desires is the benefits enjoyed on the way to the goal):

The Arts District is declared a Hazardous Waste Zone.

- Requirements: Preparing for Something (visualizing how an existing idea might be implemented is the necessary precursors to achieving the goal):

A plan for redevelopment of the Arts District must be in place before the Arts District can be 'killed.'

- Prerequisites: Perceiving Something (appreciating the meaning of something is the steps or items needed to meet the requirements)
- Preconditions: Being Without a Past (what has already happened is restrictions imposed on the effort to reach the goal)
- Forewarnings: Thinking Back about Something (recollections is the foreshadowing events that indicate the approach of the consequence)

THE OVERALL STORY ACT ORDER:

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- OS Signpost 1: Mimicking (temporarily adopting a lifestyle):
A provocateur incites conflict in the city council.
- OS Signpost 2: Growing Apart from Something (transforming one's nature)
- OS Signpost 3: Being Prepared (visualizing how an existing idea might be implemented)
- OS Signpost 4: Coming Up with a Reason To Live (coming up with an idea)

THE MAIN CHARACTER ACT ORDER:

- MC Signpost 1: Being Memorialized by Something (recollections):
Shawn finds a mock tombstone with his name on it outside his salon.
- MC Signpost 2: Being Numb (innate responses):
Shawn has a numbing reaction to Estelle's sex change.
- MC Signpost 3: Having a Crush (basic drives and desires):
Shawn develops a crush on Estelle.
- MC Signpost 4: Being Conscious of a Particular Group (present considerations)

THE INFLUENCE CHARACTER ACT ORDER:

- IC Signpost 1: Having Someone's Condition Grow Progressively Worse (the way things are going):
Tony's erectile disfunction is getting worse.
- IC Signpost 2: Putting a Particular Group's House in Order (the current situation and circumstances)
- IC Signpost 3: Seeking One's Future (what will happen or what will be)
- IC Signpost 4: Exploring what Happened to a Particular Group (what has already happened)

THE RELATIONSHIP ACT ORDER:

- RS Signpost 1: Winning a Particular Group's Heart (achieving or possessing something)
- RS Signpost 2: Researching Something (gathering information or experience)
- RS Signpost 3: Not Understanding a Particular Group (appreciating the meaning of something)
- RS Signpost 4: Toasting Marshmallows (engaging in a physical activity):
The brothers reconcile and celebrate by toasting marshmallows like they used to do when they were kids.

AUDIENCE STORY POINTS:

Nature: Actual Dilemma (the seminal dramatic framework of a story's message which indicates if the Main Character makes a proper decision to Change or Remain Steadfast)

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as it concerns how Shawn Whitaker's decision to change results in success)

Essence: Positive Feel (the primary dramatic feel of a story as it concerns how the Overall Characters in the story are closing in on the solution)

Tendency: Unwilling (the degree to which Shawn Whitaker feels compelled to embrace the quest as it concerns how Shawn Whitaker unwillingly participates in the effort to find a solution to the story problem)

Reach: Male (the manner in which the audience identifies with the Main Character as it concerns how men will tend to empathize with the Main Character in this story; women will tend to sympathize)

VOCABULARY:

Action: in terms of the Overall plot, actions force decisions

Activity: an activity or endeavor

Actual Dilemma: Shawn Whitaker's decision to change results in success

Bad: Shawn Whitaker ultimately fails in resolving his personal problems

Be-er: Shawn Whitaker prefers to work things out internally

Change: Shawn Whitaker changes his essential nature while attempting to solve the problem

Changing One's Nature: transforming one's nature

Choice: making a decision

Commitment: a decision to stick with something regardless of the consequences

Conceiving an Idea: coming up with an idea

Conscience: forgoing an immediate pleasure or benefit because of future consequences

Contemplation: present considerations

Control: directed, constrained

Delay: putting off until later

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

Disbelief: the belief that something is untrue

Doing: engaging in a physical activity

Dream: a desired future that does not fall within reasonable expectations

Faith: accepting something as certain without proof

Feeling: an emotional sense of how things are going

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Hope: a desired future that falls within reasonable expectations

How Things are Changing: the way things are going

Impulsive Responses: innate responses

Innermost Desires: basic drives and desires

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Linear: Shawn Whitaker uses inherently linear (linear) problem solving techniques

Logic: a rational sense of how things are related

Male: men will tend to empathize with the Main Character in this story; women will tend to sympathize

Manipulation: a manner of thinking or demeanor

Memories: recollections

Morality: doing or being based on what is best for others

Obtaining: achieving or possessing something

Playing a Role: temporarily adopting a lifestyle

Positive Feel: the Overall Characters in the story are closing in on the solution

Responsibility: taking, accepting, or assuming control to the exclusion of others

Self Interest: doing or being based on what is best for oneself

Situation: a situation or environment

Stop: regarding Shawn Whitaker, the audience is waiting for something to end

Success: the original goal is achieved

Temptation: the urge to embrace immediate benefits despite possible consequences

The Future: what will happen or what will be

The Past: what has already happened

The Present: the current situation and circumstances

Timelock: the story climax is brought about by a time limit

Uncontrolled: directionless, unconstrained, free

Understanding: appreciating the meaning of something

Unwilling: Shawn Whitaker unwillingly participates in the effort to find a solution to the story problem

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All Characters Report

Name: *Shawn Whitaker*
ID: *Main Character*
Gender: *Male*
Form: *Single*
Description: *Tony Murray's brother*
Role: *Hair Salon Owner*
Character Type: *Reason*
Characteristics:
Motivation: Control; Logic
Methodology: Inaction; Probability
Evaluation: Theory; Trust
Purpose: Ability; Aware

Name: *Tony Murray*
ID: *Influence Character*
Gender: *Male*
Form: *Single*
Description: *Shawn Whitaker's brother*
Role: *Council Member*
Character Type: *Emotion*
Characteristics:
Motivation: Feeling; Uncontrolled
Methodology: Possibility; Protection
Evaluation: Hunch; Test
Purpose: Desire; Self Aware

Name: *Allen Coleman*
Gender: *Male*
Form: *Single*
Description: *Brother of Shawn Whitaker*
Role: *Council Member*
Character Type: *Skeptic*
Characteristics:
Motivation: Disbelief; Oppose
Methodology: Induction; Nonacceptance
Evaluation: Non-Accurate; Process
Purpose: Change; Chaos

Name: *Estelle Nash*
Gender: *Female*
Form: *Single*
Description: *Going through a Female to Male sex change.*
Role: *Jr. Partner in Salon*
Character Type: *Sidekick*
Characteristics:
Motivation: Faith; Support
Methodology: Acceptance; Deduction
Evaluation: Accurate; Result
Purpose: Inertia; Order

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Name: *Gerald Golden*

Gender: *Male*

Form: *Single*

Description: *Distant relative of Shawn and Tony who wants to take them out of the small town.*

Role: *Distant Relative*

Character Type: *Antagonist*

Characteristics:

Motivation: Avoidance; Reconsider

Methodology: Potentiality; Reaction

Evaluation: Cause; Unproven

Purpose: Perception; Thought

Name: *Marguerite Garcia*

Gender: *Female*

Form: *Single*

Role: *Salon Property Owner*

Character Type: *Guardian*

Characteristics:

Motivation: Conscience; Help

Methodology: Evaluation; Reduction

Evaluation: Ending; Expectation

Purpose: Equity; Projection

Name: *Viola Love*

Gender: *Female*

Form: *Single*

Description: *Having an affair with Shawn Whitaker*

Role: *Sexy Stylist*

Character Type: *Contagonist*

Characteristics:

Motivation: Hinder; Temptation

Methodology: Production; Reevaluation

Evaluation: Determination; Unending

Purpose: Inequity; Speculation

Name: *Yvonne Bruce*

Gender: *Female*

Form: *Single*

Description: *Working for the State Redevelopment Program.*

Role: *State Arbitrator*

Character Type: *Protagonist*

Characteristics:

Motivation: Consider; Pursuit

Methodology: Certainty; Proaction

Evaluation: Effect; Proven

Purpose: Actuality; Knowledge