

STORY ENGINE SETTINGS: "The Bucket List"

CHARACTER DYNAMICS:

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

PLOT DYNAMICS:

DRIVER: **Action**
 LIMIT: **Optionlock**
 OUTCOME: **Success**
 JUDGMENT: **Good**

IMPACT CHARACTER*(Edward)*

THROUGHLINE: **Situation**
 CONCERN: **How Things are Changing**
 ISSUE: **Fantasy vs. Fact**
 PROBLEM: **Result**
 SOLUTION: **Process**
 SYMPTOM: **Cause**
 RESPONSE: **Effect**
 UNIQUE ABILITY: **Fact**
 CRITICAL FLAW: **Skill**
 BENCHMARK: **The Future**
 SIGNPOST 1: **The Past**
 SIGNPOST 2: **How Things are Changing**
 SIGNPOST 3: **The Future**
 SIGNPOST 4: **The Present**

MAIN VS. IMPACT STORY*(Unusual Buddies)*

THROUGHLINE: **Manipulation**
 CONCERN: **Playing a Role**
 ISSUE: **Thought vs. Knowledge**
 PROBLEM: **Theory**
 SOLUTION: **Hunch**
 SYMPTOM: **Unending**
 RESPONSE: **Ending**
 CATALYST: **Knowledge**
 INHIBITOR: **Confidence**
 BENCHMARK: **Changing One's Nature**
 SIGNPOST 1: **Developing a Plan**
 SIGNPOST 2: **Playing a Role**
 SIGNPOST 3: **Changing One's Nature**
 SIGNPOST 4: **Conceiving an Idea**

OVERALL STORY*(Two Cancer Patients Live It Up)*

THROUGHLINE: **Activity**
 CONCERN: **Doing**
 ISSUE: **Enlightenment vs. Wisdom**
 PROBLEM: **Result**
 SOLUTION: **Process**
 SYMPTOM: **Unending**
 RESPONSE: **Ending**
 CATALYST: **Wisdom**
 INHIBITOR: **Security**
 BENCHMARK: **Obtaining**
 SIGNPOST 1: **Gathering Information**
 SIGNPOST 2: **Doing**
 SIGNPOST 3: **Obtaining**
 SIGNPOST 4: **Understanding**

MAIN CHARACTER*(Carter)*

THROUGHLINE: **Fixed Attitude**
 CONCERN: **Impulsive Responses**
 ISSUE: **Worth vs. Value**
 PROBLEM: **Expectation**
 SOLUTION: **Determination**
 SYMPTOM: **Unending**
 RESPONSE: **Ending**
 UNIQUE ABILITY: **Value**
 CRITICAL FLAW: **Ability**
 BENCHMARK: **Innermost Desires**
 SIGNPOST 1: **Memories**
 SIGNPOST 2: **Impulsive Responses**
 SIGNPOST 3: **Contemplation**
 SIGNPOST 4: **Innermost Desires**

ADDITIONAL STORY POINTS

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

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

VOCABULARY:

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

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

Activity: an activity or endeavor

Be-er: Carter prefers to work things out internally

Cause: the specific circumstances that lead to an effect

Change: Carter 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

Determination: a conclusion based on circumstantial evidence

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

Doing: engaging in a physical activity

Effect: the specific outcome forced by a cause

Ending: coming to a conclusion

Enlightenment: an understanding that transcends knowledge

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

Fact: belief in something real

Fantasy: belief in something unreal

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Carter 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

Knowledge: that which one holds to be true

Logical: Carter 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

Process: an ongoing activity; the mechanism through which a cause leads to an effect

Result: the product of a process; the ramifications of a specific effect

Security: an evaluation of one's defenses and protections

Situation: a situation or environment

Skill: aptitude or innate ability

Start: regarding Carter, the audience is waiting for something to begin

Steadfast: Carter ultimately retains his essential nature

Success: the original goal is achieved

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

Thought: the process of consideration

Understanding: appreciating the meaning of something

Unending: continuing without cessation

Value: the objective usefulness of something in general

Wisdom: understanding how to apply Knowledge

Worth: a rating of usefulness or desirability to oneself personally