

STORY ENGINE SETTINGS: ""Christmas Time" - 2009 Story Embroidery Exercise"

CHARACTER DYNAMICS:

MC RESOLVE: **Steadfast**
MC GROWTH: **Stop**
MC APPROACH: **Do-er**
MC PROBLEM-SOLVING STYLE: **Logical**
IC RESOLVE: **Change**

PLOT DYNAMICS:

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

MAIN CHARACTER

(Karina von Blitzen)
THROUGHLINE: **Situation**
CONCERN: **How Things are Changing**
ISSUE: **Fantasy vs. Fact**
PROBLEM: **Trust**
SOLUTION: **Test**
SYMPTOM: **Ending**
RESPONSE: **Unending**
UNIQUE ABILITY: **Fact**
CRITICAL FLAW: **Skill**
BENCHMARK: **The Present**
SIGNPOST 1: **The Present**
SIGNPOST 2: **The Past**
SIGNPOST 3: **How Things are Changing**
SIGNPOST 4: **The Future**

OVERALL STORY

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

MAIN VS. IMPACT STORY

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

IMPACT CHARACTER

(Isla Roulet)
THROUGHLINE: **Fixed Attitude**
CONCERN: **Impulsive Responses**
ISSUE: **Worth vs. Value**
PROBLEM: **Result**
SOLUTION: **Process**
SYMPTOM: **Accurate**
RESPONSE: **Non-Accurate**
UNIQUE ABILITY: **Value**
CRITICAL FLAW: **Ability**
BENCHMARK: **Contemplation**
SIGNPOST 1: **Memories**
SIGNPOST 2: **Impulsive Responses**
SIGNPOST 3: **Innermost Desires**
SIGNPOST 4: **Contemplation**

ADDITIONAL STORY POINTS

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

REQUIREMENT: **Gathering Information**
PREREQUISITE: **Conceiving an Idea**
PRECONDITION: **Contemplation**
FOREWARNINGS: **The Present**

VOCABULARY:

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

Accurate: being within tolerances

Activity: an activity or endeavor

Change: Karina von Blitzen changes her 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

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

Do-er: Karina von Blitzen looks for a physical solution to her problem

Doing: engaging in a physical activity

Ending: coming to a conclusion

Enlightenment: an understanding that transcends knowledge

Fact: belief in something real

Fantasy: belief in something unreal

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Karina von Blitzen ultimately succeeds in resolving her 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: Karina von Blitzen uses inherently logical (linear) problem solving techniques

Manipulation: a manner of thinking or demeanor

Memories: recollections

Non-Accurate: not within tolerances

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

Steadfast: Karina von Blitzen ultimately retains her essential nature

Stop: regarding Karina von Blitzen, the audience is waiting for something to end

Success: the original goal is achieved

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

Thought: the process of consideration

Trust: acceptance without proof

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