

STORY ENGINE SETTINGS: "Groundhog Day"

CHARACTER DYNAMICS:

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

PLOT DYNAMICS:

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

MAIN CHARACTER

(Phil Connors)
 THROUGHLINE: **Situation**
 CONCERN: **The Present**
 ISSUE: **Attraction vs. Repulsion**
 PROBLEM: **Nonacceptance**
 SOLUTION: **Acceptance**
 SYMPTOM: **Reaction**
 RESPONSE: **Proaction**
 UNIQUE ABILITY: **Work**
 CRITICAL FLAW: **Doubt**
 BENCHMARK: **How Things are Changing**
 SIGNPOST 1: **How Things are Changing**
 SIGNPOST 2: **The Future**
 SIGNPOST 3: **The Present**
 SIGNPOST 4: **The Past**

OVERALL STORY

(Trapped in the same day)
 THROUGHLINE: **Activity**
 CONCERN: **Gathering Information**
 ISSUE: **Preconditions vs. Prerequisites**
 PROBLEM: **Nonacceptance**
 SOLUTION: **Acceptance**
 SYMPTOM: **Reevaluation**
 RESPONSE: **Evaluation**
 CATALYST: **Prerequisites**
 INHIBITOR: **Deficiency**
 BENCHMARK: **Doing**
 SIGNPOST 1: **Gathering Information**
 SIGNPOST 2: **Doing**
 SIGNPOST 3: **Obtaining**
 SIGNPOST 4: **Understanding**

MAIN VS. IMPACT STORY

(Love story)
 THROUGHLINE: **Manipulation**
 CONCERN: **Conceiving an Idea**
 ISSUE: **Deficiency vs. Permission**
 PROBLEM: **Possibility**
 SOLUTION: **Probability**
 SYMPTOM: **Reevaluation**
 RESPONSE: **Evaluation**
 CATALYST: **Permission**
 INHIBITOR: **Preconditions**
 BENCHMARK: **Playing a Role**
 SIGNPOST 1: **Developing a Plan**
 SIGNPOST 2: **Playing a Role**
 SIGNPOST 3: **Changing One's Nature**
 SIGNPOST 4: **Conceiving an Idea**

IMPACT CHARACTER

(Rita)
 THROUGHLINE: **Fixed Attitude**
 CONCERN: **Contemplation**
 ISSUE: **Appraisal vs. Reappraisal**
 PROBLEM: **Production**
 SOLUTION: **Reduction**
 SYMPTOM: **Reevaluation**
 RESPONSE: **Evaluation**
 UNIQUE ABILITY: **Investigation**
 CRITICAL FLAW: **Attempt**
 BENCHMARK: **Impulsive Responses**
 SIGNPOST 1: **Memories**
 SIGNPOST 2: **Innermost Desires**
 SIGNPOST 3: **Contemplation**
 SIGNPOST 4: **Impulsive Responses**

ADDITIONAL STORY POINTS

GOAL: **Gathering Information**
 CONSEQUENCE: **Conceiving an Idea**
 COST: **Contemplation**
 DIVIDEND: **The Present**

REQUIREMENT: **Doing**
 PREREQUISITE: **Playing a Role**
 PRECONDITION: **Impulsive Responses**
 FOREWARNINGS: **How Things are Changing**

VOCABULARY:

Acceptance: a decision to allow, tolerate, or adapt, or not to oppose

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

Activity: an activity or endeavor

Appraisal: a limited initial assessment

Attempt: applying oneself to something not known to be within one's ability

Attraction: drawing or being drawn to something

Change: Phil Connors 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

Contemplation: present considerations

Deficiency: appraisal of what is lacking

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

Do-er: Phil Connors looks for a physical solution to her problem

Doing: engaging in a physical activity

Doubt: questioning validity without investigating to be sure

Evaluation: an appraisal of a situation and/or circumstances

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Phil Connors ultimately succeeds in resolving her personal problems

How Things are Changing: the way things are going

Impulsive Responses: innate responses

Innermost Desires: basic drives and desires

Investigation: gathering evidence to resolve questions of validity

Logical: Phil Connors uses inherently logical (linear) problem solving techniques

Manipulation: a manner of thinking or demeanor

Memories: recollections

Nonacceptance: a decision not to allow, tolerate, or adapt; a decision to oppose

Obtaining: achieving or possessing something

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

Permission: what is allowed

Playing a Role: temporarily adopting a lifestyle

Possibility: a determination that something might be true

Preconditions: restrictions imposed on an effort

Prerequisites: the essential preliminaries that must be met

Proaction: taking initiative action

Probability: likelihood

Production: a process that determines potential

Reaction: actions made in response

Reappraisal: reconsideration of a previous determination

Reduction: a method of thought that determines probability

Reevaluation: a reappraisal of a situation or circumstances

Repulsion: pushing or being pushed away from

Situation: a situation or environment

Steadfast: Phil Connors ultimately retains her essential nature

Stop: regarding Phil Connors, the audience is waiting for something to end

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

Understanding: appreciating the meaning of something

Work: applying oneself to something known to be within one's ability