

**STORY ENGINE SETTINGS: "How to Train Your Dragon"**

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**CHARACTER DYNAMICS:**

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

**PLOT DYNAMICS:**

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

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**MAIN CHARACTER**

*(Hiccup)*  
 THROUGHLINE: **Situation**  
 CONCERN: **The Present**  
 ISSUE: **Attempt vs. Work**  
 PROBLEM: **Protection**  
 SOLUTION: **Inaction**  
 SYMPTOM: **Reevaluation**  
 RESPONSE: **Evaluation**  
 UNIQUE ABILITY: **Work**  
 CRITICAL FLAW: **Strategy**  
 BENCHMARK: **The Past**  
 SIGNPOST 1: **The Present**  
 SIGNPOST 2: **How Things are Changing**  
 SIGNPOST 3: **The Past**  
 SIGNPOST 4: **The Future**

**OVERALL STORY**

*(Viking / Dragon Conflict)*  
 THROUGHLINE: **Activity**  
 CONCERN: **Gathering Information**  
 ISSUE: **Preconditions vs. Prerequisites**  
 PROBLEM: **Nonacceptance**  
 SOLUTION: **Acceptance**  
 SYMPTOM: **Reevaluation**  
 RESPONSE: **Evaluation**  
 CATALYST: **Prerequisites**  
 INHIBITOR: **Attraction**  
 BENCHMARK: **Understanding**  
 SIGNPOST 1: **Doing**  
 SIGNPOST 2: **Gathering Information**  
 SIGNPOST 3: **Understanding**  
 SIGNPOST 4: **Obtaining**

**MAIN VS. IMPACT STORY**

*(Making a difficult Relationship Work)*  
 THROUGHLINE: **Manipulation**  
 CONCERN: **Conceiving an Idea**  
 ISSUE: **Deficiency vs. Permission**  
 PROBLEM: **Nonacceptance**  
 SOLUTION: **Acceptance**  
 SYMPTOM: **Potentiality**  
 RESPONSE: **Certainty**  
 CATALYST: **Permission**  
 INHIBITOR: **Appraisal**  
 BENCHMARK: **Developing a Plan**  
 SIGNPOST 1: **Conceiving an Idea**  
 SIGNPOST 2: **Developing a Plan**  
 SIGNPOST 3: **Playing a Role**  
 SIGNPOST 4: **Changing One's Nature**

**IMPACT CHARACTER**

*(Stoick)*  
 THROUGHLINE: **Fixed Attitude**  
 CONCERN: **Contemplation**  
 ISSUE: **Doubt vs. Investigation**  
 PROBLEM: **Nonacceptance**  
 SOLUTION: **Acceptance**  
 SYMPTOM: **Induction**  
 RESPONSE: **Deduction**  
 UNIQUE ABILITY: **Investigation**  
 CRITICAL FLAW: **Need**  
 BENCHMARK: **Memories**  
 SIGNPOST 1: **Memories**  
 SIGNPOST 2: **Impulsive Responses**  
 SIGNPOST 3: **Innermost Desires**  
 SIGNPOST 4: **Contemplation**

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**ADDITIONAL STORY POINTS**

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

REQUIREMENT: **Understanding**  
 PREREQUISITE: **Developing a Plan**  
 PRECONDITION: **Memories**  
 FOREWARNINGS: **The Past**

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

**Certainty:** the determination that something is absolutely true

**Change:** Hiccup 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

**Contemplation:** present considerations

**Deduction:** a method of thought that determines certainty

**Deficiency:** appraisal of what is lacking

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

**Do-er:** Hiccup looks for a physical solution to his problem

**Doing:** engaging in a physical activity

**Doubt:** questioning validity without investigating to be sure

**Evaluation:** an appraisal of a situation and/or circumstances

**Failure:** the original goal is not achieved

**Fixed Attitude:** a fixed attitude or outlook

**Gathering Information:** gathering information or experience

**Good:** Hiccup ultimately succeeds in resolving his personal problems

**How Things are Changing:** the way things are going

**Impulsive Responses:** innate responses

**Inaction:** intentionally taking no action

**Induction:** a method of thought that determines possibility

**Innermost Desires:** basic drives and desires

**Investigation:** gathering evidence to resolve questions of validity

**Logical:** Hiccup uses inherently logical (linear) problem solving techniques

**Manipulation:** a manner of thinking or demeanor

**Memories:** recollections

**Need:** that which is required

**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

**Potentiality:** a determination that something might become true

**Preconditions:** restrictions imposed on an effort

**Prerequisites:** the essential preliminaries that must be met

**Protection:** an effort to prevent interference with one's concerns

**Reevaluation:** a reappraisal of a situation or circumstances

**Situation:** a situation or environment

**Steadfast:** Hiccup ultimately retains his essential nature

**Stop:** regarding Hiccup, the audience is waiting for something to end

**Strategy:** a plan to achieve one's purpose or a plan of response

**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