

STORY ENGINE SETTINGS: "Jerry Maguire - A Sports Story"

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: **Success**
 JUDGMENT: **Good**

MAIN CHARACTER

(Jerry)
 THROUGHLINE: **Situation**
 CONCERN: **The Future**
 ISSUE: **Delay vs. Choice**
 PROBLEM: **Avoidance**
 SOLUTION: **Pursuit**
 SYMPTOM: **Oppose**
 RESPONSE: **Support**
 UNIQUE ABILITY: **Openness**
 CRITICAL FLAW: **Self Interest**
 BENCHMARK: **The Past**
 SIGNPOST 1: **The Present**
 SIGNPOST 2: **How Things are Changing**
 SIGNPOST 3: **The Past**
 SIGNPOST 4: **The Future**

OVERALL STORY

(Ethical Sports Agency)
 THROUGHLINE: **Activity**
 CONCERN: **Obtaining**
 ISSUE: **Attitude vs. Approach**
 PROBLEM: **Hinder**
 SOLUTION: **Help**
 SYMPTOM: **Oppose**
 RESPONSE: **Support**
 CATALYST: **Approach**
 INHIBITOR: **Delay**
 BENCHMARK: **Understanding**
 SIGNPOST 1: **Understanding**
 SIGNPOST 2: **Gathering Information**
 SIGNPOST 3: **Doing**
 SIGNPOST 4: **Obtaining**

MAIN VS. IMPACT STORY

(Agent/Client)
 THROUGHLINE: **Manipulation**
 CONCERN: **Changing One's Nature**
 ISSUE: **Obligation vs. Rationalization**
 PROBLEM: **Reconsider**
 SOLUTION: **Consider**
 SYMPTOM: **Oppose**
 RESPONSE: **Support**
 CATALYST: **Rationalization**
 INHIBITOR: **Hope**
 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

(Rod)
 THROUGHLINE: **Fixed Attitude**
 CONCERN: **Innermost Desires**
 ISSUE: **Hope vs. Dream**
 PROBLEM: **Hinder**
 SOLUTION: **Help**
 SYMPTOM: **Temptation**
 RESPONSE: **Conscience**
 UNIQUE ABILITY: **Closure**
 CRITICAL FLAW: **Commitment**
 BENCHMARK: **Memories**
 SIGNPOST 1: **Contemplation**
 SIGNPOST 2: **Memories**
 SIGNPOST 3: **Impulsive Responses**
 SIGNPOST 4: **Innermost Desires**

ADDITIONAL STORY POINTS

GOAL: **Obtaining**
 CONSEQUENCE: **Changing One's Nature**
 COST: **Innermost Desires**
 DIVIDEND: **The Future**

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

VOCABULARY:

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

Activity: an activity or endeavor

Approach: one's methodology of doing or being

Attitude: demeanor or outlook

Avoidance: stepping around, preventing or escaping from a problem

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

Changing One's Nature: transforming one's nature

Choice: making a decision

Closure: bringing something to an end or to completion

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

Consider: weigh pros and cons

Contemplation: present considerations

Delay: putting off until later

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

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

Doing: engaging in a physical activity

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

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Jerry ultimately succeeds in resolving his personal problems

Help: a direct assistance to another's effort

Hinder: undermining another's effort

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

Logical: Jerry uses inherently logical (linear) problem solving techniques

Manipulation: a manner of thinking or demeanor

Memories: recollections

Obligation: accepting a task or situation in exchange for someone's earlier or potential favors

Obtaining: achieving or possessing something

Openness: willingness to reevaluate

Oppose: an indirect detraction from another's effort

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

Playing a Role: temporarily adopting a lifestyle

Pursuit: the drive to seek after

Rationalization: an alternative explanation used to mask the real reason

Reconsider: thinking through again

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

Situation: a situation or environment

Steadfast: Jerry ultimately retains his essential nature

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

Success: the original goal is achieved

Support: indirect assistance given to another's efforts

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

Understanding: appreciating the meaning of something