

STORY ENGINE SETTINGS: "My Fair Lady"

CHARACTER DYNAMICS:

MC RESOLVE: **Steadfast**
 MC GROWTH: **Start**
 MC APPROACH: **Do-er**
 MC PROBLEM-SOLVING STYLE: **Intuitive**
 IC RESOLVE: **Change**

PLOT DYNAMICS:

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

MAIN CHARACTER

(Eliza Doolittle)
 THROUGHLINE: **Situation**
 CONCERN: **How Things are Changing**
 ISSUE: **Fact vs. Fantasy**
 PROBLEM: **Proven**
 SOLUTION: **Unproven**
 SYMPTOM: **Non-Accurate**
 RESPONSE: **Accurate**
 UNIQUE ABILITY: **Fantasy**
 CRITICAL FLAW: **Experience**
 BENCHMARK: **The Past**
 SIGNPOST 1: **How Things are Changing**
 SIGNPOST 2: **The Present**
 SIGNPOST 3: **The Future**
 SIGNPOST 4: **The Past**

OVERALL STORY

(Turn a Flower Girl into a Princess)
 THROUGHLINE: **Manipulation**
 CONCERN: **Playing a Role**
 ISSUE: **Ability vs. Desire**
 PROBLEM: **Effect**
 SOLUTION: **Cause**
 SYMPTOM: **Non-Accurate**
 RESPONSE: **Accurate**
 CATALYST: **Thought**
 INHIBITOR: **Worry**
 BENCHMARK: **Developing a Plan**
 SIGNPOST 1: **Developing a Plan**
 SIGNPOST 2: **Playing a Role**
 SIGNPOST 3: **Changing One's Nature**
 SIGNPOST 4: **Conceiving an Idea**

MAIN VS. IMPACT STORY

(Teacher/Student Romance)
 THROUGHLINE: **Activity**
 CONCERN: **Doing**
 ISSUE: **Skill vs. Experience**
 PROBLEM: **Expectation**
 SOLUTION: **Determination**
 SYMPTOM: **Non-Accurate**
 RESPONSE: **Accurate**
 CATALYST: **Enlightenment**
 INHIBITOR: **Threat**
 BENCHMARK: **Understanding**
 SIGNPOST 1: **Understanding**
 SIGNPOST 2: **Doing**
 SIGNPOST 3: **Obtaining**
 SIGNPOST 4: **Gathering Information**

IMPACT CHARACTER

(Henry Higgins)
 THROUGHLINE: **Fixed Attitude**
 CONCERN: **Impulsive Responses**
 ISSUE: **Value vs. Worth**
 PROBLEM: **Effect**
 SOLUTION: **Cause**
 SYMPTOM: **Unproven**
 RESPONSE: **Proven**
 UNIQUE ABILITY: **Worth**
 CRITICAL FLAW: **Desire**
 BENCHMARK: **Memories**
 SIGNPOST 1: **Memories**
 SIGNPOST 2: **Impulsive Responses**
 SIGNPOST 3: **Innermost Desires**
 SIGNPOST 4: **Contemplation**

ADDITIONAL STORY POINTS

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

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

VOCABULARY:

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

Accurate: being within tolerances

Activity: an activity or endeavor

Cause: the specific circumstances that lead to an effect

Change: Eliza Doolittle 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

Decision: in the plot, decisions force actions

Desire: the motivation toward something better

Determination: a conclusion based on circumstantial evidence

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

Do-er: Eliza Doolittle looks for a physical solution to her problem

Doing: engaging in a physical activity

Effect: the specific outcome forced by a cause

Enlightenment: an understanding that transcends knowledge

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

Experience: the gaining of familiarity

Fact: belief in something real

Fantasy: belief in something unreal

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Eliza Doolittle 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

Intuitive: Eliza Doolittle uses intuitive problem solving techniques

Manipulation: a manner of thinking or demeanor

Memories: recollections

Non-Accurate: not within tolerances

Obtaining: achieving or possessing something

Playing a Role: temporarily adopting a lifestyle

Proven: an assessment that something is correct by all relevant standards

Situation: a situation or environment

Skill: aptitude or innate ability

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

Steadfast: Eliza Doolittle ultimately retains her 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

Thought: the process of consideration

Threat: an evaluation of potential negative forces

Timelock: the story climax is brought about by a time limit

Understanding: appreciating the meaning of something

Unproven: a conjecture that has not been tested

Value: the objective usefulness of something in general

Worry: concern for the future

Worth: a rating of usefulness or desirability to oneself personally