

STORY ENGINE SETTINGS: "The Philadelphia Experiment"

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**

OVERALL STORY

(A Time Vortex Is Stuck Open)
 THROUGHLINE: **Situation**
 CONCERN: **The Present**
 ISSUE: **Repulsion vs. Attraction**
 PROBLEM: **Production**
 SOLUTION: **Reduction**
 SYMPTOM: **Possibility**
 RESPONSE: **Probability**
 CATALYST: **Attraction**
 INHIBITOR: **Reappraisal**
 BENCHMARK: **How Things are Changing**
 SIGNPOST 1: **The Past**
 SIGNPOST 2: **The Future**
 SIGNPOST 3: **How Things are Changing**
 SIGNPOST 4: **The Present**

IMPACT CHARACTER

(Allison Hayes)
 THROUGHLINE: **Manipulation**
 CONCERN: **Conceiving an Idea**
 ISSUE: **Expediency vs. Need**
 PROBLEM: **Reevaluation**
 SOLUTION: **Evaluation**
 SYMPTOM: **Possibility**
 RESPONSE: **Probability**
 UNIQUE ABILITY: **Need**
 CRITICAL FLAW: **Analysis**
 BENCHMARK: **Playing a Role**
 SIGNPOST 1: **Changing One's Nature**
 SIGNPOST 2: **Conceiving an Idea**
 SIGNPOST 3: **Playing a Role**
 SIGNPOST 4: **Developing a Plan**

MAIN CHARACTER

(David Herdeg)
 THROUGHLINE: **Activity**
 CONCERN: **Gathering Information**
 ISSUE: **Analysis vs. Strategy**
 PROBLEM: **Production**
 SOLUTION: **Reduction**
 SYMPTOM: **Induction**
 RESPONSE: **Deduction**
 UNIQUE ABILITY: **Strategy**
 CRITICAL FLAW: **Expediency**
 BENCHMARK: **Doing**
 SIGNPOST 1: **Doing**
 SIGNPOST 2: **Obtaining**
 SIGNPOST 3: **Gathering Information**
 SIGNPOST 4: **Understanding**

MAIN VS. IMPACT STORY

(1943/1984 Romance)
 THROUGHLINE: **Fixed Attitude**
 CONCERN: **Contemplation**
 ISSUE: **Reappraisal vs. Appraisal**
 PROBLEM: **Protection**
 SOLUTION: **Inaction**
 SYMPTOM: **Possibility**
 RESPONSE: **Probability**
 CATALYST: **Appraisal**
 INHIBITOR: **Repulsion**
 BENCHMARK: **Impulsive Responses**
 SIGNPOST 1: **Impulsive Responses**
 SIGNPOST 2: **Innermost Desires**
 SIGNPOST 3: **Contemplation**
 SIGNPOST 4: **Memories**

ADDITIONAL STORY POINTS

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

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

VOCABULARY:

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

Activity: an activity or endeavor

Analysis: evaluation of the situation and/or circumstances

Appraisal: a limited initial assessment

Attraction: drawing or being drawn to something

Change: David Herdeg 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

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

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

Doing: engaging in a physical activity

Evaluation: an appraisal of a situation and/or circumstances

Expediency: most efficient course considering repercussions

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: David Herdeg 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

Logical: David Herdeg uses inherently logical (linear) problem solving techniques

Manipulation: a manner of thinking or demeanor

Memories: recollections

Need: that which is required

Obtaining: achieving or possessing something

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

Playing a Role: temporarily adopting a lifestyle

Possibility: a determination that something might be true

Probability: likelihood

Production: a process that determines potential

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

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: David Herdeg ultimately retains his essential nature

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

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

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