

STORY ENGINE SETTINGS: "Pieces of April"

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

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

OVERALL STORY

(Last Family Thanksgiving)
 THROUGHLINE: **Activity**
 CONCERN: **Doing**
 ISSUE: **Experience vs. Skill**
 PROBLEM: **Expectation**
 SOLUTION: **Determination**
 SYMPTOM: **Accurate**
 RESPONSE: **Non-Accurate**
 CATALYST: **Skill**
 INHIBITOR: **Fact**
 BENCHMARK: **Obtaining**
 SIGNPOST 1: **Understanding**
 SIGNPOST 2: **Doing**
 SIGNPOST 3: **Obtaining**
 SIGNPOST 4: **Gathering Information**

MAIN VS. IMPACT STORY

(Mother/Daughter Struggles)
 THROUGHLINE: **Manipulation**
 CONCERN: **Playing a Role**
 ISSUE: **Desire vs. Ability**
 PROBLEM: **Effect**
 SOLUTION: **Cause**
 SYMPTOM: **Accurate**
 RESPONSE: **Non-Accurate**
 CATALYST: **Ability**
 INHIBITOR: **Value**
 BENCHMARK: **Changing One's Nature**
 SIGNPOST 1: **Playing a Role**
 SIGNPOST 2: **Changing One's Nature**
 SIGNPOST 3: **Developing a Plan**
 SIGNPOST 4: **Conceiving an Idea**

IMPACT CHARACTER

(Joy)
 THROUGHLINE: **Fixed Attitude**
 CONCERN: **Impulsive Responses**
 ISSUE: **Value vs. Worth**
 PROBLEM: **Expectation**
 SOLUTION: **Determination**
 SYMPTOM: **Ending**
 RESPONSE: **Unending**
 UNIQUE ABILITY: **Confidence**
 CRITICAL FLAW: **Knowledge**
 BENCHMARK: **Innermost Desires**
 SIGNPOST 1: **Innermost Desires**
 SIGNPOST 2: **Contemplation**
 SIGNPOST 3: **Memories**
 SIGNPOST 4: **Impulsive Responses**

ADDITIONAL STORY POINTS

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

REQUIREMENT: **Obtaining**
 PREREQUISITE: **Changing One's Nature**
 PRECONDITION: **Innermost Desires**
 FOREWARNINGS: **The Future**

VOCABULARY:

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

Accurate: being within tolerances

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

Activity: an activity or endeavor

Cause: the specific circumstances that lead to an effect

Change: April 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

Confidence: belief in the accuracy of expectations

Contemplation: present considerations

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: April looks for a physical solution to her problem

Doing: engaging in a physical activity

Effect: the specific outcome forced by a cause

Ending: coming to a conclusion

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: April 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

Knowledge: that which one holds to be true

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

Manipulation: a manner of thinking or demeanor

Memories: recollections

Non-Accurate: not within tolerances

Obtaining: achieving or possessing something

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

Playing a Role: temporarily adopting a lifestyle

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

Security: an evaluation of one's defenses and protections

Situation: a situation or environment

Skill: aptitude or innate ability

Steadfast: April ultimately retains her essential nature

Stop: regarding April, 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

Unending: continuing without cessation

Unproven: a conjecture that has not been tested

Value: the objective usefulness of something in general

Wisdom: understanding how to apply Knowledge

Worth: a rating of usefulness or desirability to oneself personally