

STORY ENGINE SETTINGS: "Ratatouille"

CHARACTER DYNAMICS:

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

PLOT DYNAMICS:

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

MAIN CHARACTER

(Remy)
 THROUGHLINE: **Situation**
 CONCERN: **The Present**
 ISSUE: **Attraction vs. Repulsion**
 PROBLEM: **Proaction**
 SOLUTION: **Reaction**
 SYMPTOM: **Nonacceptance**
 RESPONSE: **Acceptance**
 UNIQUE ABILITY: **Attempt**
 CRITICAL FLAW: **Analysis**
 BENCHMARK: **The Past**
 SIGNPOST 1: **The Future**
 SIGNPOST 2: **The Past**
 SIGNPOST 3: **How Things are Changing**
 SIGNPOST 4: **The Present**

MAIN VS. IMPACT STORY

(Strange Cooking Team)
 THROUGHLINE: **Activity**
 CONCERN: **Gathering Information**
 ISSUE: **Prerequisites vs. Preconditions**
 PROBLEM: **Evaluation**
 SOLUTION: **Reevaluation**
 SYMPTOM: **Nonacceptance**
 RESPONSE: **Acceptance**
 CATALYST: **Preconditions**
 INHIBITOR: **Repulsion**
 BENCHMARK: **Understanding**
 SIGNPOST 1: **Understanding**
 SIGNPOST 2: **Doing**
 SIGNPOST 3: **Obtaining**
 SIGNPOST 4: **Gathering Information**

OVERALL STORY

(Convincing Others that Anybody Can Cook)
 THROUGHLINE: **Manipulation**
 CONCERN: **Conceiving an Idea**
 ISSUE: **Permission vs. Deficiency**
 PROBLEM: **Certainty**
 SOLUTION: **Potentiality**
 SYMPTOM: **Nonacceptance**
 RESPONSE: **Acceptance**
 CATALYST: **Deficiency**
 INHIBITOR: **Reappraisal**
 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

(Linuine)
 THROUGHLINE: **Fixed Attitude**
 CONCERN: **Contemplation**
 ISSUE: **Appraisal vs. Reappraisal**
 PROBLEM: **Certainty**
 SOLUTION: **Potentiality**
 SYMPTOM: **Reaction**
 RESPONSE: **Proaction**
 UNIQUE ABILITY: **Doubt**
 CRITICAL FLAW: **Expediency**
 BENCHMARK: **Memories**
 SIGNPOST 1: **Memories**
 SIGNPOST 2: **Innermost Desires**
 SIGNPOST 3: **Impulsive Responses**
 SIGNPOST 4: **Contemplation**

ADDITIONAL STORY POINTS

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

REQUIREMENT: **Developing a Plan**
 PREREQUISITE: **Understanding**
 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

Analysis: evaluation of the situation and/or circumstances

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: Remy 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

Deficiency: appraisal of what is lacking

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

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

Doing: engaging in a physical activity

Doubt: questioning validity without investigating to be sure

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: Remy 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

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

Manipulation: a manner of thinking or demeanor

Memories: recollections

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

Proaction: taking initiative action

Reaction: actions made in response

Reappraisal: reconsideration of a previous determination

Reevaluation: a reappraisal of a situation or circumstances

Repulsion: pushing or being pushed away from

Situation: a situation or environment

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

Steadfast: Remy 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

Understanding: appreciating the meaning of something