

STORY ENGINE SETTINGS: "Story Embroidery 2009"

CHARACTER DYNAMICS:

MC RESOLVE: **Change**
 MC GROWTH: **Stop**
 MC APPROACH: **Be-er**
 MC PROBLEM-SOLVING STYLE: **Logical**
 IC RESOLVE: **Steadfast**

PLOT DYNAMICS:

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

IMPACT CHARACTER

(Bud Flowers)
 THROUGHLINE: **Situation**
 CONCERN: **The Present**
 ISSUE: **Attempt vs. Work**
 PROBLEM: **Production**
 SOLUTION: **Reduction**
 SYMPTOM: **Possibility**
 RESPONSE: **Probability**
 UNIQUE ABILITY: **Repulsion**
 CRITICAL FLAW: **Appraisal**
 BENCHMARK: **The Past**
 SIGNPOST 1: **The Past**
 SIGNPOST 2: **The Present**
 SIGNPOST 3: **How Things are Changing**
 SIGNPOST 4: **The Future**

MAIN VS. IMPACT STORY

(An Unlikely Love Story)
 THROUGHLINE: **Activity**
 CONCERN: **Gathering Information**
 ISSUE: **Preconditions vs. Prerequisites**
 PROBLEM: **Potentiality**
 SOLUTION: **Certainty**
 SYMPTOM: **Possibility**
 RESPONSE: **Probability**
 CATALYST: **Analysis**
 INHIBITOR: **Need**
 BENCHMARK: **Understanding**
 SIGNPOST 1: **Understanding**
 SIGNPOST 2: **Doing**
 SIGNPOST 3: **Obtaining**
 SIGNPOST 4: **Gathering Information**

OVERALL STORY

(Whodunnit Hijinx)
 THROUGHLINE: **Manipulation**
 CONCERN: **Conceiving an Idea**
 ISSUE: **Deficiency vs. Permission**
 PROBLEM: **Reevaluation**
 SOLUTION: **Evaluation**
 SYMPTOM: **Possibility**
 RESPONSE: **Probability**
 CATALYST: **Expediency**
 INHIBITOR: **Strategy**
 BENCHMARK: **Developing a Plan**
 SIGNPOST 1: **Changing One's Nature**
 SIGNPOST 2: **Developing a Plan**
 SIGNPOST 3: **Playing a Role**
 SIGNPOST 4: **Conceiving an Idea**

MAIN CHARACTER

(Georgia)
 THROUGHLINE: **Fixed Attitude**
 CONCERN: **Contemplation**
 ISSUE: **Doubt vs. Investigation**
 PROBLEM: **Reevaluation**
 SOLUTION: **Evaluation**
 SYMPTOM: **Production**
 RESPONSE: **Reduction**
 UNIQUE ABILITY: **Reappraisal**
 CRITICAL FLAW: **Attraction**
 BENCHMARK: **Memories**
 SIGNPOST 1: **Innermost Desires**
 SIGNPOST 2: **Contemplation**
 SIGNPOST 3: **Memories**
 SIGNPOST 4: **Impulsive Responses**

ADDITIONAL STORY POINTS

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

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

VOCABULARY:

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

Be-er: Georgia prefers to work things out internally

Certainty: the determination that something is absolutely true

Change: Georgia 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

Deficiency: appraisal of what is lacking

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

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: Georgia 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

Investigation: gathering evidence to resolve questions of validity

Logical: Georgia 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

Permission: what is allowed

Playing a Role: temporarily adopting a lifestyle

Possibility: a determination that something might be true

Potentiality: a determination that something might become true

Preconditions: restrictions imposed on an effort

Prerequisites: the essential preliminaries that must be met

Probability: likelihood

Production: a process that determines potential

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: Georgia ultimately retains her essential nature

Stop: regarding Georgia, 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

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

Understanding: appreciating the meaning of something

Work: applying oneself to something known to be within one's ability