

**STORY ENGINE SETTINGS: "Shall We Dansu? (v1)"**

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**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**

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**MAIN CHARACTER**

*(Mr. Sugiyama)*  
 THROUGHLINE: **Situation**  
 CONCERN: **The Future**  
 ISSUE: **Delay vs. Choice**  
 PROBLEM: **Pursuit**  
 SOLUTION: **Avoidance**  
 SYMPTOM: **Oppose**  
 RESPONSE: **Support**  
 UNIQUE ABILITY: **Preconception**  
 CRITICAL FLAW: **Morality**  
 BENCHMARK: **The Past**  
 SIGNPOST 1: **The Future**  
 SIGNPOST 2: **The Past**  
 SIGNPOST 3: **How Things are Changing**  
 SIGNPOST 4: **The Present**

**OVERALL STORY**

*(Finding Joy Through Dance)*  
 THROUGHLINE: **Manipulation**  
 CONCERN: **Changing One's Nature**  
 ISSUE: **Rationalization vs. Obligation**  
 PROBLEM: **Consider**  
 SOLUTION: **Reconsider**  
 SYMPTOM: **Oppose**  
 RESPONSE: **Support**  
 CATALYST: **Obligation**  
 INHIBITOR: **Dream**  
 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**

**MAIN VS. IMPACT STORY**

*(Teacher/Student, Mysterious Attraction)*  
 THROUGHLINE: **Activity**  
 CONCERN: **Obtaining**  
 ISSUE: **Approach vs. Attitude**  
 PROBLEM: **Help**  
 SOLUTION: **Hinder**  
 SYMPTOM: **Oppose**  
 RESPONSE: **Support**  
 CATALYST: **Attitude**  
 INHIBITOR: **Choice**  
 BENCHMARK: **Understanding**  
 SIGNPOST 1: **Understanding**  
 SIGNPOST 2: **Doing**  
 SIGNPOST 3: **Obtaining**  
 SIGNPOST 4: **Gathering Information**

**IMPACT CHARACTER**

*(Mai)*  
 THROUGHLINE: **Fixed Attitude**  
 CONCERN: **Innermost Desires**  
 ISSUE: **Hope vs. Dream**  
 PROBLEM: **Consider**  
 SOLUTION: **Reconsider**  
 SYMPTOM: **Avoidance**  
 RESPONSE: **Pursuit**  
 UNIQUE ABILITY: **Denial**  
 CRITICAL FLAW: **Responsibility**  
 BENCHMARK: **Memories**  
 SIGNPOST 1: **Memories**  
 SIGNPOST 2: **Innermost Desires**  
 SIGNPOST 3: **Impulsive Responses**  
 SIGNPOST 4: **Contemplation**

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**ADDITIONAL STORY POINTS**

GOAL: **Changing One's Nature**  
 CONSEQUENCE: **Obtaining**  
 COST: **Innermost Desires**  
 DIVIDEND: **The Future**

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

VOCABULARY:

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

**Activity:** an activity or endeavor

**Approach:** one's methodology of doing or being

**Attitude:** demeanor or outlook

**Avoidance:** stepping around, preventing or escaping from a problem

**Change:** Mr. Sugiyama changes his essential nature while attempting to solve the problem

**Changing One's Nature:** transforming one's nature

**Choice:** making a decision

**Conceiving an Idea:** coming up with an idea

**Consider:** weigh pros and cons

**Contemplation:** present considerations

**Delay:** putting off until later

**Denial:** the refusal to admit to oneself or others that a previously held view is no longer true

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

**Do-er:** Mr. Sugiyama looks for a physical solution to his problem

**Doing:** engaging in a physical activity

**Dream:** a desired future that does not fall within reasonable expectations

**Fixed Attitude:** a fixed attitude or outlook

**Gathering Information:** gathering information or experience

**Good:** Mr. Sugiyama ultimately succeeds in resolving his personal problems

**Help:** a direct assistance to another's effort

**Hinder:** undermining another's effort

**Hope:** a desired future that falls within reasonable expectations

**How Things are Changing:** the way things are going

**Impulsive Responses:** innate responses

**Innermost Desires:** basic drives and desires

**Logical:** Mr. Sugiyama uses inherently logical (linear) problem solving techniques

**Manipulation:** a manner of thinking or demeanor

**Memories:** recollections

**Morality:** doing or being based on what is best for others

**Obligation:** accepting a task or situation in exchange for someone's earlier or potential favors

**Obtaining:** achieving or possessing something

**Oppose:** an indirect detraction from another's effort

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

**Playing a Role:** temporarily adopting a lifestyle

**Preconception:** adhering to a previous held view; unwillingness to reevaluate

**Pursuit:** the drive to seek after

**Rationalization:** an alternative explanation used to mask the real reason

**Reconsider:** thinking through again

**Responsibility:** taking, accepting, or assuming control to the exclusion of others

**Situation:** a situation or environment

**Start:** regarding Mr. Sugiyama, the audience is waiting for something to begin

**Steadfast:** Mr. Sugiyama ultimately retains his essential nature

**Success:** the original goal is achieved

**Support:** indirect assistance given to another's efforts

**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