

**STORY ENGINE SETTINGS: "Shall We Dansu? (v2)"**

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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: **How Things are Changing**  
 ISSUE: **Fantasy vs. Fact**  
 PROBLEM: **Ending**  
 SOLUTION: **Unending**  
 SYMPTOM: **Test**  
 RESPONSE: **Trust**  
 UNIQUE ABILITY: **Fantasy**  
 CRITICAL FLAW: **Experience**  
 BENCHMARK: **The Future**  
 SIGNPOST 1: **How Things are Changing**  
 SIGNPOST 2: **The Present**  
 SIGNPOST 3: **The Future**  
 SIGNPOST 4: **The Past**

**MAIN VS. IMPACT STORY**

*(Teacher/Student, Mysterious Attraction)*  
 THROUGHLINE: **Activity**  
 CONCERN: **Doing**  
 ISSUE: **Experience vs. Skill**  
 PROBLEM: **Effect**  
 SOLUTION: **Cause**  
 SYMPTOM: **Test**  
 RESPONSE: **Trust**  
 CATALYST: **Enlightenment**  
 INHIBITOR: **Threat**  
 BENCHMARK: **Obtaining**  
 SIGNPOST 1: **Understanding**  
 SIGNPOST 2: **Gathering Information**  
 SIGNPOST 3: **Doing**  
 SIGNPOST 4: **Obtaining**

**OVERALL STORY**

*(Finding Joy Through Dance)*  
 THROUGHLINE: **Manipulation**  
 CONCERN: **Playing a Role**  
 ISSUE: **Desire vs. Ability**  
 PROBLEM: **Expectation**  
 SOLUTION: **Determination**  
 SYMPTOM: **Test**  
 RESPONSE: **Trust**  
 CATALYST: **Thought**  
 INHIBITOR: **Worry**  
 BENCHMARK: **Changing One's Nature**  
 SIGNPOST 1: **Developing a Plan**  
 SIGNPOST 2: **Playing a Role**  
 SIGNPOST 3: **Changing One's Nature**  
 SIGNPOST 4: **Conceiving an Idea**

**IMPACT CHARACTER**

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

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**ADDITIONAL STORY POINTS**

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

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

VOCABULARY:

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

**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:** Mr. Sugiyama 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

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

**Doing:** engaging in a physical activity

**Effect:** the specific outcome forced by a cause

**Ending:** coming to a conclusion

**Enlightenment:** an understanding that transcends knowledge

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

**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

**Obtaining:** achieving or possessing something

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

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

**Situation:** a situation or environment

**Skill:** aptitude or innate ability

**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

**Test:** a trial to determine something's validity

**The Future:** what will happen or what will be

**The Past:** what has already happened

**The Present:** the current situation and circumstances

**Thought:** the process of consideration

**Threat:** an evaluation of potential negative forces

**Trust:** acceptance without proof

**Understanding:** appreciating the meaning of something

**Unending:** continuing without cessation

**Value:** the objective usefulness of something in general

**Worry:** concern for the future

**Worth:** a rating of usefulness or desirability to oneself personally