

STORY ENGINE SETTINGS: "Sicko"

CHARACTER DYNAMICS:

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

PLOT DYNAMICS:

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

IMPACT CHARACTER*(Healthcare Victims)*

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

MAIN VS. IMPACT STORY*(We're in the same boat)*

THROUGHLINE: **Manipulation**
 CONCERN: **Changing One's Nature**
 ISSUE: **Commitment vs. Responsibility**
 PROBLEM: **Faith**
 SOLUTION: **Disbelief**
 SYMPTOM: **Avoidance**
 RESPONSE: **Pursuit**
 CATALYST: **Rationalization**
 INHIBITOR: **Attitude**
 BENCHMARK: **Developing a Plan**
 SIGNPOST 1: **Playing a Role**
 SIGNPOST 2: **Changing One's Nature**
 SIGNPOST 3: **Conceiving an Idea**
 SIGNPOST 4: **Developing a Plan**

OVERALL STORY*(American healthcare system is broken)*

THROUGHLINE: **Activity**
 CONCERN: **Obtaining**
 ISSUE: **Self Interest vs. Morality**
 PROBLEM: **Control**
 SOLUTION: **Uncontrolled**
 SYMPTOM: **Avoidance**
 RESPONSE: **Pursuit**
 CATALYST: **Approach**
 INHIBITOR: **Obligation**
 BENCHMARK: **Understanding**
 SIGNPOST 1: **Gathering Information**
 SIGNPOST 2: **Understanding**
 SIGNPOST 3: **Doing**
 SIGNPOST 4: **Obtaining**

MAIN CHARACTER*(The Audience/Michael Moore)*

THROUGHLINE: **Fixed Attitude**
 CONCERN: **Innermost Desires**
 ISSUE: **Hope vs. Dream**
 PROBLEM: **Control**
 SOLUTION: **Uncontrolled**
 SYMPTOM: **Feeling**
 RESPONSE: **Logic**
 UNIQUE ABILITY: **Closure**
 CRITICAL FLAW: **Preconception**
 BENCHMARK: **Memories**
 SIGNPOST 1: **Memories**
 SIGNPOST 2: **Impulsive Responses**
 SIGNPOST 3: **Contemplation**
 SIGNPOST 4: **Innermost Desires**

ADDITIONAL STORY POINTS

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

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

VOCABULARY:

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

Be-er: The Audience/Michael Moore prefers to work things out internally

Change: The Audience/Michael Moore changes her essential nature while attempting to solve the problem

Changing One's Nature: transforming one's nature

Choice: making a decision

Closure: bringing something to an end or to completion

Commitment: a decision to stick with something regardless of the consequences

Conceiving an Idea: coming up with an idea

Contemplation: present considerations

Control: directed, constrained

Decision: in the plot, decisions force actions

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

Disbelief: the belief that something is untrue

Doing: engaging in a physical activity

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

Faith: accepting something as certain without proof

Feeling: an emotional sense of how things are going

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: The Audience/Michael Moore ultimately succeeds in resolving her personal problems

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

Logic: a rational sense of how things are related

Logical: The Audience/Michael Moore 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

Openness: willingness to reevaluate

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

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

Self Interest: doing or being based on what is best for oneself

Situation: a situation or environment

Start: regarding The Audience/Michael Moore, the audience is waiting for something to begin

Steadfast: The Audience/Michael Moore ultimately retains her 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

Sicko

Vocabulary List

Uncontrolled: directionless, unconstrained

Understanding: appreciating the meaning of something