

STORY ENGINE SETTINGS: "Singin' in the Rain"

CHARACTER DYNAMICS:

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

PLOT DYNAMICS:

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

MAIN CHARACTER

(Don Lockwood)
 THROUGHLINE: **Situation**
 CONCERN: **The Past**
 ISSUE: **Prediction vs. Interdiction**
 PROBLEM: **Perception**
 SOLUTION: **Actuality**
 SYMPTOM: **Change**
 RESPONSE: **Inertia**
 UNIQUE ABILITY: **Fate**
 CRITICAL FLAW: **Falsehood**
 BENCHMARK: **The Present**
 SIGNPOST 1: **The Past**
 SIGNPOST 2: **How Things are Changing**
 SIGNPOST 3: **The Future**
 SIGNPOST 4: **The Present**

OVERALL STORY

(Surviving the Transition to Talking Pictures)
 THROUGHLINE: **Activity**
 CONCERN: **Understanding**
 ISSUE: **Senses vs. Interpretation**
 PROBLEM: **Perception**
 SOLUTION: **Actuality**
 SYMPTOM: **Self Aware**
 RESPONSE: **Aware**
 CATALYST: **Instinct**
 INHIBITOR: **Sense of Self**
 BENCHMARK: **Gathering Information**
 SIGNPOST 1: **Understanding**
 SIGNPOST 2: **Gathering Information**
 SIGNPOST 3: **Doing**
 SIGNPOST 4: **Obtaining**

MAIN VS. IMPACT STORY

(Star/Wannabe Love Affair)
 THROUGHLINE: **Manipulation**
 CONCERN: **Developing a Plan**
 ISSUE: **Situation vs. Circumstances**
 PROBLEM: **Inequity**
 SOLUTION: **Equity**
 SYMPTOM: **Self Aware**
 RESPONSE: **Aware**
 CATALYST: **State of Being**
 INHIBITOR: **Conditioning**
 BENCHMARK: **Conceiving an Idea**
 SIGNPOST 1: **Changing One's Nature**
 SIGNPOST 2: **Conceiving an Idea**
 SIGNPOST 3: **Developing a Plan**
 SIGNPOST 4: **Playing a Role**

IMPACT CHARACTER

(Kathy Selden)
 THROUGHLINE: **Fixed Attitude**
 CONCERN: **Memories**
 ISSUE: **Evidence vs. Suspicion**
 PROBLEM: **Desire**
 SOLUTION: **Ability**
 SYMPTOM: **Self Aware**
 RESPONSE: **Aware**
 UNIQUE ABILITY: **Truth**
 CRITICAL FLAW: **Destiny**
 BENCHMARK: **Contemplation**
 SIGNPOST 1: **Contemplation**
 SIGNPOST 2: **Impulsive Responses**
 SIGNPOST 3: **Memories**
 SIGNPOST 4: **Innermost Desires**

ADDITIONAL STORY POINTS

GOAL: **Understanding**
 CONSEQUENCE: **Developing a Plan**
 COST: **Memories**
 DIVIDEND: **The Past**

REQUIREMENT: **Gathering Information**
 PREREQUISITE: **Conceiving an Idea**
 PRECONDITION: **Contemplation**
 FOREWARNINGS: **The Present**

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

Actuality: objective reality; the way things are

Aware: being conscious of things outside oneself

Change: an alteration of a state or process

Change: Don Lockwood changes his essential nature while attempting to solve the problem

Changing One's Nature: transforming one's nature

Circumstances: an emotional assessment of one's environment

Conceiving an Idea: coming up with an idea

Conditioning: responses based on experience or training

Contemplation: present considerations

Desire: the motivation toward something better

Destiny: the future path an individual must take

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

Do-er: Don Lockwood looks for a physical solution to his problem

Doing: engaging in a physical activity

Equity: a balance, fairness, or stability

Evidence: information supporting a belief

Falsehood: that which has been shown to be erroneous

Fate: a future situation that will befall an individual

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Don Lockwood ultimately succeeds in resolving his personal problems

How Things are Changing: the way things are going

Impulsive Responses: innate responses

Inequity: an unbalance, unfairness, or lack of equality

Inertia: a continuation of a state or process

Innermost Desires: basic drives and desires

Instinct: intrinsic unconditioned responses

Interdiction: an effort to change a predetermined course

Interpretation: determination of possible meaning

Logical: Don Lockwood 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

Perception: the way things seem to be

Playing a Role: temporarily adopting a lifestyle

Prediction: a predetermination of a future state of affairs

Self Aware: being conscious of one's own existence

Sense of Self: one's perception of oneself

Senses: sensory observations

Situation: a situation or environment

Situation: a logistic assessment of one's environment

State of Being: one's true nature

Steadfast: Don Lockwood ultimately retains his essential nature

Stop: regarding Don Lockwood, the audience is waiting for something to end

Success: the original goal is achieved

Suspicion: questioning or forming a belief based on new evidence

The Future: what will happen or what will be

The Past: what has already happened

The Present: the current situation and circumstances

Truth: that which is actually correct

Understanding: appreciating the meaning of something