

STORY ENGINE SETTINGS: "The Sound of Music (Nazification of Austria)"

CHARACTER DYNAMICS:

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

PLOT DYNAMICS:

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

MAIN VS. IMPACT STORY

(Budding Romance Goes Sour)
 THROUGHLINE: **Situation**
 CONCERN: **How Things are Changing**
 ISSUE: **Fantasy vs. Fact**
 PROBLEM: **Expectation**
 SOLUTION: **Determination**
 SYMPTOM: **Theory**
 RESPONSE: **Hunch**
 CATALYST: **Fact**
 INHIBITOR: **Worth**
 BENCHMARK: **The Future**
 SIGNPOST 1: **The Past**
 SIGNPOST 2: **How Things are Changing**
 SIGNPOST 3: **The Future**
 SIGNPOST 4: **The Present**

IMPACT CHARACTER

(Rolfe)
 THROUGHLINE: **Activity**
 CONCERN: **Doing**
 ISSUE: **Experience vs. Skill**
 PROBLEM: **Result**
 SOLUTION: **Process**
 SYMPTOM: **Ending**
 RESPONSE: **Unending**
 UNIQUE ABILITY: **Wisdom**
 CRITICAL FLAW: **Thought**
 BENCHMARK: **Obtaining**
 SIGNPOST 1: **Understanding**
 SIGNPOST 2: **Doing**
 SIGNPOST 3: **Obtaining**
 SIGNPOST 4: **Gathering Information**

MAIN CHARACTER

(Liesl)
 THROUGHLINE: **Manipulation**
 CONCERN: **Playing a Role**
 ISSUE: **Desire vs. Ability**
 PROBLEM: **Expectation**
 SOLUTION: **Determination**
 SYMPTOM: **Trust**
 RESPONSE: **Test**
 UNIQUE ABILITY: **Knowledge**
 CRITICAL FLAW: **Enlightenment**
 BENCHMARK: **Changing One's Nature**
 SIGNPOST 1: **Conceiving an Idea**
 SIGNPOST 2: **Developing a Plan**
 SIGNPOST 3: **Playing a Role**
 SIGNPOST 4: **Changing One's Nature**

OVERALL STORY

(Nazification of Austria)
 THROUGHLINE: **Fixed Attitude**
 CONCERN: **Impulsive Responses**
 ISSUE: **Worth vs. Value**
 PROBLEM: **Expectation**
 SOLUTION: **Determination**
 SYMPTOM: **Ending**
 RESPONSE: **Unending**
 CATALYST: **Value**
 INHIBITOR: **Fantasy**
 BENCHMARK: **Innermost Desires**
 SIGNPOST 1: **Contemplation**
 SIGNPOST 2: **Impulsive Responses**
 SIGNPOST 3: **Innermost Desires**
 SIGNPOST 4: **Memories**

ADDITIONAL STORY POINTS

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

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

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

Be-er: Liesl prefers to work things out internally

Change: Liesl 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

Desire: the motivation toward something better

Determination: a conclusion based on circumstantial evidence

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

Doing: engaging in a physical activity

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

Failure: the original goal is not achieved

Fantasy: belief in something unreal

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Liesl ultimately succeeds in resolving her personal problems

How Things are Changing: the way things are going

Hunch: an understanding based on insufficient circumstantial evidence

Impulsive Responses: innate responses

Innermost Desires: basic drives and desires

Intuitive: Liesl uses intuitive problem solving techniques

Knowledge: that which one holds to be true

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

Process: an ongoing activity; the mechanism through which a cause leads to an effect

Result: the product of a process; the ramifications of a specific effect

Situation: a situation or environment

Skill: aptitude or innate ability

Steadfast: Liesl ultimately retains her essential nature

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

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

Theory: an unbroken chain of relationships leading from a premise to a conclusion

Thought: the process of consideration

Trust: acceptance without proof

Understanding: appreciating the meaning of something

Unending: continuing without cessation

Value: the objective usefulness of something in general

Wisdom: understanding how to apply Knowledge

Worth: a rating of usefulness or desirability to oneself personally