

STORY ENGINE SETTINGS: "Star Trek (2009)"

CHARACTER DYNAMICS:

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

PLOT DYNAMICS:

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

MAIN CHARACTER

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

OVERALL STORY

(Saving the Federation from Nero)
THROUGHLINE: **Activity**
CONCERN: **Obtaining**
ISSUE: **Self Interest vs. Morality**
PROBLEM: **Uncontrolled**
SOLUTION: **Control**
SYMPTOM: **Avoidance**
RESPONSE: **Pursuit**
CATALYST: **Approach**
INHIBITOR: **Delay**
BENCHMARK: **Understanding**
SIGNPOST 1: **Understanding**
SIGNPOST 2: **Doing**
SIGNPOST 3: **Obtaining**
SIGNPOST 4: **Gathering Information**

MAIN VS. IMPACT STORY

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

IMPACT CHARACTER

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

ADDITIONAL STORY POINTS

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

REQUIREMENT: **Understanding**
PREREQUISITE: **Developing a Plan**
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

Avoidance: stepping around, preventing or escaping from a problem

Change: James T. Kirk changes his 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

Delay: putting off until later

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

Disbelief: the belief that something is untrue

Do-er: James T. Kirk 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

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: James T. Kirk ultimately succeeds in resolving his 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: James T. Kirk 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

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

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

Steadfast: James T. Kirk ultimately retains his essential nature

Stop: regarding James T. Kirk, the audience is waiting for something to end

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

Uncontrolled: directionless, unconstrained

Understanding: appreciating the meaning of something