

STORY ENGINE SETTINGS: "Story Embroidery 12/14/10"**CHARACTER DYNAMICS:**

MC RESOLVE: Change
 MC GROWTH: Start
 MC APPROACH: Do-er
 MC PROBLEM-SOLVING STYLE: Linear
 IC RESOLVE: an unchosen item

PLOT DYNAMICS:

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

RELATIONSHIP*(The Relationship)*

DOMAIN: Situation / Being Trapped in a Hotel
 CONCERN: How Things are Changing / How Things are Changing
 ISSUE: Threat / Facing the Threat of a Rat Infestation vs. *Security*
 PROBLEM: Unproven / Unproven
 SOLUTION: Proven / Proven
 SYMPTOM: Accurate / Getting an "A"
 RESPONSE: Non-Accurate / Miscalculating
 CATALYST: Fantasy / Thinking One Is Infallible
 INHIBITOR: Value / Devaluing the Individual
 BENCHMARK: The Future / Creating Laws for Future Implementation
 SIGNPOST 1: The Present / The Present
 SIGNPOST 2: The Past / Confessing to Past Misdeeds
 SIGNPOST 3: How Things are Changing / How Things are Changing
 SIGNPOST 4: The Future / The Future

IMPACT CHARACTER*(Goldie Hotlips)*

DOMAIN: Manipulation / Being Manipulated by the King
 CONCERN: Playing a Role / Acting Normal
 ISSUE: Thought / Overthinking vs. *Knowledge*
 PROBLEM: Cause / Causing ANxiety Amongst Guests
 SOLUTION: Accurate / Having an Effect of Increased Energy
 SYMPTOM: Accurate / Accurate
 RESPONSE: Non-Accurate / Non-Accurate
 UNIQUE ABILITY: Thought / Thinking in Numbers
 CRITICAL FLAW: Wisdom / Being a Philosopher
 BENCHMARK: Changing One's Nature / Changing One's Sex
 SIGNPOST 1: Developing a Plan / Designing Blueprints
 SIGNPOST 2: Changing One's Nature / Going through a Religious Conversion
 SIGNPOST 3: Playing a Role / Acting in a Play
 SIGNPOST 4: Conceiving an Idea / Having an Insight

MAIN CHARACTER*(Ursula)*

DOMAIN: Activity / Investigating
 CONCERN: Doing / Tackling Shoplifters
 ISSUE: Enlightenment / Being Educated vs. *Wisdom*
 PROBLEM: Process / Taking Risks
 SOLUTION: Result / Capturing a "Bad" Guy
 SYMPTOM: Ending / Getting Laid Off
 RESPONSE: Unending / Unending
 UNIQUE ABILITY: Enlightenment / Having Spiritual Faith
 CRITICAL FLAW: Knowledge / Knowing Who's Really in Charge
 BENCHMARK: Obtaining / Getting an Operation
 SIGNPOST 1: Doing / Doing
 SIGNPOST 2: Understanding / Understanding
 SIGNPOST 3: Obtaining / Capturing
 SIGNPOST 4: Gathering Information / Gathering Information

OVERALL STORY*(The Overall Story)*

DOMAIN: Fixed Attitude / Being Prejudiced Against Transgendered Persons
 CONCERN: Impulsive Responses / Giving In To Hate Speech
 ISSUE: Worry / Fear of Dying vs. *Confidence*
 PROBLEM: Process / Doing Things in Alphabetical Order
 SOLUTION: Result / Hiding Rammifications
 SYMPTOM: Accurate / Lying
 RESPONSE: Non-Accurate / Non-Accurate
 CATALYST: Worth / Worth
 INHIBITOR: Fact / Gathering Statistics
 BENCHMARK: Innermost Desires / Feeling Accepted
 SIGNPOST 1: Contemplation / Contemplation
 SIGNPOST 2: Memories / Memories
 SIGNPOST 3: Impulsive Responses / Impulsive Responses
 SIGNPOST 4: Innermost Desires / Innermost Desires

ADDITIONAL STORY POINTS

GOAL: Controlling Overreactions
 CONSEQUENCE: Stealing Furniture
 COST: Playing a Role
 DIVIDEND: Doing

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

VOCABULARY:

Accurate: being within tolerances

Activity: an activity or endeavor

Cause: the specific circumstances that lead to an effect

Change: Ursula 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

Confidence: belief in the accuracy of expectations

Contemplation: present considerations

Decision: in the plot, decisions force actions

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

Do-er: Ursula looks for a physical solution to her problem

Doing: engaging in a physical activity

Ending: coming to a conclusion

Enlightenment: an understanding that transcends knowledge

Fact: belief in something real

Fantasy: belief in something unreal

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Ursula ultimately succeeds in resolving her personal problems

How Things are Changing: the way things are going

Impulsive Responses: innate responses

Innermost Desires: basic drives and desires

Knowledge: that which one holds to be true

Linear: Ursula uses inherently linear (linear) problem solving techniques

Manipulation: a manner of thinking or demeanor

Memories: recollections

Non-Accurate: not within tolerances

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

Proven: an assessment that something is correct by all relevant standards

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

Security: an evaluation of one's defenses and protections

Situation: a situation or environment

Start: regarding Ursula, the audience is waiting for something to begin

Success: the original goal is achieved

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

Understanding: appreciating the meaning of something

Unending: continuing without cessation

Unproven: a conjecture that has not been tested

Value: the objective usefulness of something in general

Wisdom: understanding how to apply Knowledge

Worry: concern for the future

Worth: a rating of usefulness or desirability to oneself personally