

Storyform for Story Embroidery Exercise 2011

PROJECT OVERVIEW REPORT

Story Title: "Story Embroidery Exercise 2011"

Story Author: "Dramatica User's Group"

THE OVERALL STORY THROUGHLINE:

Manipulating a town out of its Fine Arts district.

Overall Story Synopsis:

DRIVER: (Action) *Action*

LIMIT: (Timelock) *Timelock*

OUTCOME: (Success) *Success*

JUDGMENT: (Bad) *Bad*

DOMAIN: (Manipulation) *Being Truculent*

CONCERN: (Changing One's Nature) *Becoming a Man*

ISSUE: (Responsibility) *Being Held Accountable for Something vs. Commitment*

PROBLEM: (Control) *Losing Control over Something*

SOLUTION: (Uncontrolled) *Becoming Frenzied because of a Particular Group*

SYMPTOM: (Conscience) *A Particular Group Censoring One's Actions*

RESPONSE: (Temptation) *Giving In to Temptation*

CATALYST: (Commitment) *Toying with Someone*

INHIBITOR: (Morality) *Being Altruistic*

BENCHMARK: (Developing a Plan) *Devising*

SIGNPOST 1: (Playing a Role) *Mimicking*

SIGNPOST 2: (Changing One's Nature) *Growing Apart from Something*

SIGNPOST 3: (Developing a Plan) *Being Prepared*

SIGNPOST 4: (Conceiving an Idea) *Coming Up with a Reason To Live*

GOAL: (Changing One's Nature) *Being Dead because of Someone*

CONSEQUENCE: (Obtaining) *Taking Someone Prisoner*

COST: (The Future) *Having a Precognition*

DIVIDEND: (Innermost Desires) *Fearing Infection or Contamination*

REQUIREMENT: (Developing a Plan) *Preparing for Something*

PREREQUISITE: (Understanding) *Perceiving Something*

PRECONDITION: (The Past) *Being Without a Past*

FOREWARNINGS: (Memories) *Thinking Back about Something*

MAIN CHARACTER: *Shawn Whitaker*

MC RESOLVE: (Change) *Change*

MC GROWTH: (Stop) *Stop*

MC APPROACH: (Be-er) *Be-er*

MC PROBLEM-SOLVING STYLE: (Linear) *Linear*

DOMAIN: (Fixed Attitude) *Fearing Death*

CONCERN: (Innermost Desires) *Being Lovesick*

ISSUE: (Hope) *Being Hopeless vs. Dream*

PROBLEM: (Control) *Having Someone's Actions Limited*

SOLUTION: (Uncontrolled) *Being Uninhibited*

SYMPTOM: (Logic) *Being Rational*

RESPONSE: (Feeling) *Being Unable to Express Someone's Feelings*

UNIQUE ABILITY: (Hope) *Hoping to be Someone*

CRITICAL FLAW: (Choice) *Being Chosen by a Particular Group*

Storyform for Story Embroidery Exercise 2011

BENCHMARK: (Memories) *Forgetting the words to a Song*
SIGNPOST 1: (Memories) *Being Memorialized by Something*
SIGNPOST 2: (Impulsive Responses) *Being Numb*
SIGNPOST 3: (Innermost Desires) *Having a Crush*
SIGNPOST 4: (Contemplation) *Being Conscious of a Particular Group*

INFLUENCE CHARACTER: *Tony Murray*

IC RESOLVE: **Steadfast**

DOMAIN: (Situation) *Being Short*

CONCERN: (The Future) *Predicting Future Events*

ISSUE: (Delay) *Delaying Telling a Particular Group about Someone's Intentions vs. Choice*

PROBLEM: (Logic) *Using Logic about a Particular Group*

SOLUTION: (Feeling) *Being Full of Feelings for a Particular Group*

SYMPTOM: (Conscience) *Ignoring Something's Conscience*

RESPONSE: (Temptation) *Tempting the Gods*

UNIQUE ABILITY: (Delay) *Protracting*

CRITICAL FLAW: (Dream) *Losing Someone in One's Dreams*

BENCHMARK: (The Past) *Listening to an Oral History*

SIGNPOST 1: (How Things are Changing) *Having Someone's Condition Grow Progressively Worse*

SIGNPOST 2: (The Present) *Putting a Particular Group's House in Order*

SIGNPOST 3: (The Future) *Seeking One's Future*

SIGNPOST 4: (The Past) *Exploring what Happened to a Particular Group*

RELATIONSHIP

Estranged Brothers

DOMAIN: (Activity) *Running a Marathon*

CONCERN: (Obtaining) *Surrendering Something*

ISSUE: (Morality) *Declining Public Morality vs. Self Interest*

PROBLEM: (Faith) *Believing in Something*

SOLUTION: (Disbelief) *Being an Atheist*

SYMPTOM: (Conscience) *Abstaining for Fear of Consequences*

RESPONSE: (Temptation) *Seducing*

CATALYST: (Self Interest) *Being Conceited about Something*

INHIBITOR: (Responsibility) *Being Responsible for a Disaster*

BENCHMARK: (Understanding) *Groking Something*

SIGNPOST 1: (Obtaining) *Winning a Particular Group's Heart*

SIGNPOST 2: (Gathering Information) *Researching Something*

SIGNPOST 3: (Understanding) *Not Understanding a Particular Group*

SIGNPOST 4: (Doing) *Toasting Marshmallows*

VOCABULARY:

Action: in terms of the Overall plot, actions force decisions

Activity: an activity or endeavor

Bad: Shawn Whitaker ultimately fails in resolving his personal problems

Storyform for Story Embroidery Exercise 2011

Be-er: Shawn Whitaker prefers to work things out internally

Change: Shawn Whitaker changes his essential nature while attempting to solve the problem

Changing One's Nature: transforming one's nature

Choice: making a decision

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

Conceiving an Idea: coming up with an idea

Conscience: forgoing an immediate pleasure or benefit because of future consequences

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

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

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

Linear: Shawn Whitaker uses inherently linear (linear) problem solving techniques

Logic: a rational sense of how things are related

Manipulation: a manner of thinking or demeanor

Memories: recollections

Morality: doing or being based on what is best for others

Storyform for Story Embroidery Exercise 2011

Obtaining: achieving or possessing something

Playing a Role: temporarily adopting a lifestyle

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: Shawn Whitaker ultimately retains his essential nature

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

Success: the original goal is achieved

Temptation: the urge to embrace immediate benefits despite possible consequences

The Future: what will happen or what will be

The Past: what has already happened

The Present: the current situation and circumstances

Timelock: the story climax is brought about by a time limit

Uncontrolled: directionless, unconstrained, free

Understanding: appreciating the meaning of something