

**STORY ENGINE SETTINGS: "Surf's Up"**

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**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: **Failure**  
 JUDGMENT: **Good**

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**MAIN CHARACTER***(the Main Character)*

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

**MAIN VS. IMPACT STORY***(Mentor/Apprentice)*

THROUGHLINE: **Manipulation**  
 CONCERN: **Changing One's Nature**  
 ISSUE: **Obligation vs. Rationalization**  
 PROBLEM: **Help**  
 SOLUTION: **Hinder**  
 SYMPTOM: **Logic**  
 RESPONSE: **Feeling**  
 CATALYST: **Rationalization**  
 INHIBITOR: **Hope**  
 BENCHMARK: **Developing a Plan**  
 SIGNPOST 1: **Changing One's Nature**  
 SIGNPOST 2: **Playing a Role**  
 SIGNPOST 3: **Conceiving an Idea**  
 SIGNPOST 4: **Developing a Plan**

**OVERALL STORY***(The Surf Competition)*

THROUGHLINE: **Activity**  
 CONCERN: **Obtaining**  
 ISSUE: **Attitude vs. Approach**  
 PROBLEM: **Help**  
 SOLUTION: **Hinder**  
 SYMPTOM: **Support**  
 RESPONSE: **Oppose**  
 CATALYST: **Approach**  
 INHIBITOR: **Delay**  
 BENCHMARK: **Understanding**  
 SIGNPOST 1: **Doing**  
 SIGNPOST 2: **Obtaining**  
 SIGNPOST 3: **Gathering Information**  
 SIGNPOST 4: **Understanding**

**IMPACT CHARACTER***(the Impact Character)*

THROUGHLINE: **Fixed Attitude**  
 CONCERN: **Innermost Desires**  
 ISSUE: **Hope vs. Dream**  
 PROBLEM: **Help**  
 SOLUTION: **Hinder**  
 SYMPTOM: **Conscience**  
 RESPONSE: **Temptation**  
 UNIQUE ABILITY: **Closure**  
 CRITICAL FLAW: **Commitment**  
 BENCHMARK: **Memories**  
 SIGNPOST 1: **Impulsive Responses**  
 SIGNPOST 2: **Innermost Desires**  
 SIGNPOST 3: **Contemplation**  
 SIGNPOST 4: **Memories**

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**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

**Attitude:** demeanor or outlook

**Avoidance:** stepping around, preventing or escaping from a problem

**Change:** the Main Character changes her 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

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

**Contemplation:** present considerations

**Delay:** putting off until later

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

**Do-er:** the Main Character looks for a physical solution to her problem

**Doing:** engaging in a physical activity

**Dream:** a desired future that does not fall within reasonable expectations

**Failure:** the original goal is not achieved

**Feeling:** an emotional sense of how things are going

**Fixed Attitude:** a fixed attitude or outlook

**Gathering Information:** gathering information or experience

**Good:** the Main Character ultimately succeeds in resolving her personal problems

**Help:** a direct assistance to another's effort

**Hinder:** undermining another's effort

**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:** the Main Character uses inherently logical (linear) problem solving techniques

**Manipulation:** a manner of thinking or demeanor

**Memories:** recollections

**Obligation:** accepting a task or situation in exchange for someone's earlier or potential favors

**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

**Self Interest:** doing or being based on what is best for oneself

**Situation:** a situation or environment

**Steadfast:** the Main Character ultimately retains her essential nature

**Stop:** regarding the Main Character, the audience is waiting for something to end

**Support:** indirect assistance given to another's efforts

**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

**Understanding:** appreciating the meaning of something