

STORY ENGINE SETTINGS: "Team America: World Police"

CHARACTER DYNAMICS:

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

PLOT DYNAMICS:

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

IMPACT CHARACTER

(Lisa)
 THROUGHLINE: **Situation**
 CONCERN: **The Future**
 ISSUE: **Openness vs. Preconception**
 PROBLEM: **Conscience**
 SOLUTION: **Temptation**
 SYMPTOM: **Feeling**
 RESPONSE: **Logic**
 UNIQUE ABILITY: **Choice**
 CRITICAL FLAW: **Hope**
 BENCHMARK: **How Things are Changing**
 SIGNPOST 1: **The Past**
 SIGNPOST 2: **How Things are Changing**
 SIGNPOST 3: **The Future**
 SIGNPOST 4: **The Present**

OVERALL STORY

(Fighting Terrorists)
 THROUGHLINE: **Activity**
 CONCERN: **Obtaining**
 ISSUE: **Approach vs. Attitude**
 PROBLEM: **Consider**
 SOLUTION: **Reconsider**
 SYMPTOM: **Feeling**
 RESPONSE: **Logic**
 CATALYST: **Morality**
 INHIBITOR: **Commitment**
 BENCHMARK: **Doing**
 SIGNPOST 1: **Gathering Information**
 SIGNPOST 2: **Doing**
 SIGNPOST 3: **Obtaining**
 SIGNPOST 4: **Understanding**

MAIN VS. IMPACT STORY

(Colleagues falling for each other)
 THROUGHLINE: **Manipulation**
 CONCERN: **Changing One's Nature**
 ISSUE: **Rationalization vs. Obligation**
 PROBLEM: **Help**
 SOLUTION: **Hinder**
 SYMPTOM: **Feeling**
 RESPONSE: **Logic**
 CATALYST: **Responsibility**
 INHIBITOR: **Self Interest**
 BENCHMARK: **Playing a Role**
 SIGNPOST 1: **Conceiving an Idea**
 SIGNPOST 2: **Developing a Plan**
 SIGNPOST 3: **Playing a Role**
 SIGNPOST 4: **Changing One's Nature**

MAIN CHARACTER

(Gary)
 THROUGHLINE: **Fixed Attitude**
 CONCERN: **Innermost Desires**
 ISSUE: **Closure vs. Denial**
 PROBLEM: **Consider**
 SOLUTION: **Reconsider**
 SYMPTOM: **Avoidance**
 RESPONSE: **Pursuit**
 UNIQUE ABILITY: **Dream**
 CRITICAL FLAW: **Delay**
 BENCHMARK: **Impulsive Responses**
 SIGNPOST 1: **Memories**
 SIGNPOST 2: **Impulsive Responses**
 SIGNPOST 3: **Innermost Desires**
 SIGNPOST 4: **Contemplation**

ADDITIONAL STORY POINTS

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

REQUIREMENT: **Doing**
 PREREQUISITE: **Playing a Role**
 PRECONDITION: **How Things are Changing**
 FOREWARNINGS: **Impulsive Responses**

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

Be-er: Gary prefers to work things out internally

Change: Gary 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

Consider: weigh pros and cons

Contemplation: present considerations

Delay: putting off until later

Denial: the refusal to admit to oneself or others that a previously held view is no longer true

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

Doing: engaging in a physical activity

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

Feeling: an emotional sense of how things are going

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Gary 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

Team America: World Police

Vocabulary List

How Things are Changing: the way things are going

Impulsive Responses: innate responses

Innermost Desires: basic drives and desires

Intuitive: Gary uses intuitive 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

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

Obtaining: achieving or possessing something

Openness: willingness to reevaluate

Optionlock: the story climax occurs because all options have been exhausted

Playing a Role: temporarily adopting a lifestyle

Preconception: adhering to a previous held view; unwillingness to reevaluate

Pursuit: the drive to seek after

Rationalization: an alternative explanation used to mask the real reason

Reconsider: thinking through again

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

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

Steadfast: Gary ultimately retains her essential nature

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

Understanding: appreciating the meaning of something