

STORY ENGINE SETTINGS: "The Treasure of Sierra Madre"

CHARACTER DYNAMICS:

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

PLOT DYNAMICS:

DRIVER: Action
 LIMIT: Optionlock
 OUTCOME: Failure
 JUDGMENT: Bad

MAIN CHARACTER*(Dobbs)*

DOMAIN: Situation
 CONCERN: The Future
 ISSUE: Choice vs. Delay
 PROBLEM: Logic
 SOLUTION: Feeling
 SYMPTOM: Conscience
 RESPONSE: Temptation
 UNIQUE ABILITY: Preconception
 CRITICAL FLAW: Closure
 BENCHMARK: The Past
 SIGNPOST 1: The Past
 SIGNPOST 2: How Things are Changing
 SIGNPOST 3: The Future
 SIGNPOST 4: The Present

OVERALL STORY*(Getting Lots of Money)*

DOMAIN: Activity
 CONCERN: Obtaining
 ISSUE: Approach vs. Attitude
 PROBLEM: Logic
 SOLUTION: Feeling
 SYMPTOM: Consider
 RESPONSE: Reconsider
 CATALYST: Attitude
 INHIBITOR: Rationalization
 BENCHMARK: Understanding
 SIGNPOST 1: Obtaining
 SIGNPOST 2: Doing
 SIGNPOST 3: Gathering Information
 SIGNPOST 4: Understanding

RELATIONSHIP*(Partners)*

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

INFLUENCE CHARACTER*(Curtain)*

DOMAIN: Fixed Attitude
 CONCERN: Innermost Desires
 ISSUE: Dream vs. Hope
 PROBLEM: Pursuit
 SOLUTION: Avoidance
 SYMPTOM: Consider
 RESPONSE: Reconsider
 UNIQUE ABILITY: Denial
 CRITICAL FLAW: Openness
 BENCHMARK: Memories
 SIGNPOST 1: Impulsive Responses
 SIGNPOST 2: Innermost Desires
 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

Attitude: demeanor or outlook

Avoidance: stepping around, preventing or escaping from a problem

Bad: Dobbs ultimately fails in resolving his personal problems

Change: Dobbs 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

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

Do-er: Dobbs 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

Failure: the original goal is not achieved

Feeling: an emotional sense of how things are going

Fixed Attitude: a fixed attitude or outlook

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Vocabulary List

Gathering Information: gathering information or experience

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

Linear: Dobbs 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

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 previously 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

Situation: a situation or environment

Steadfast: Dobbs ultimately retains his essential nature

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

Temptation: the urge to embrace immediate benefits despite possible consequences

The Future: what will happen or what will be

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Vocabulary List

The Past: what has already happened

The Present: the current situation and circumstances

Understanding: appreciating the meaning of something