

STORY ENGINE SETTINGS: "Win Win"

CHARACTER DYNAMICS:

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

PLOT DYNAMICS:

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

MAIN CHARACTER*(Mike)*

THROUGHLINE: **Situation**
 CONCERN: **How Things are Changing**
 ISSUE: **Security vs. Threat**
 PROBLEM: **Effect**
 SOLUTION: **Cause**
 SYMPTOM: **Result**
 RESPONSE: **Process**
 UNIQUE ABILITY: **Fact**
 CRITICAL FLAW: **Worth**
 BENCHMARK: **The Future**
 SIGNPOST 1: **The Past**
 SIGNPOST 2: **The Present**
 SIGNPOST 3: **How Things are Changing**
 SIGNPOST 4: **The Future**

MAIN VS. IMPACT STORY*(Coach-Father/Athlete-Son)*

THROUGHLINE: **Manipulation**
 CONCERN: **Playing a Role**
 ISSUE: **Ability vs. Desire**
 PROBLEM: **Expectation**
 SOLUTION: **Determination**
 SYMPTOM: **Trust**
 RESPONSE: **Test**
 CATALYST: **Knowledge**
 INHIBITOR: **Enlightenment**
 BENCHMARK: **Changing One's Nature**
 SIGNPOST 1: **Developing a Plan**
 SIGNPOST 2: **Playing a Role**
 SIGNPOST 3: **Conceiving an Idea**
 SIGNPOST 4: **Changing One's Nature**

OVERALL STORY*(Family Guardians)*

THROUGHLINE: **Activity**
 CONCERN: **Doing**
 ISSUE: **Skill vs. Experience**
 PROBLEM: **Effect**
 SOLUTION: **Cause**
 SYMPTOM: **Trust**
 RESPONSE: **Test**
 CATALYST: **Wisdom**
 INHIBITOR: **Thought**
 BENCHMARK: **Obtaining**
 SIGNPOST 1: **Doing**
 SIGNPOST 2: **Obtaining**
 SIGNPOST 3: **Gathering Information**
 SIGNPOST 4: **Understanding**

IMPACT CHARACTER*(Kyle)*

THROUGHLINE: **Fixed Attitude**
 CONCERN: **Impulsive Responses**
 ISSUE: **Confidence vs. Worry**
 PROBLEM: **Theory**
 SOLUTION: **Hunch**
 SYMPTOM: **Trust**
 RESPONSE: **Test**
 UNIQUE ABILITY: **Value**
 CRITICAL FLAW: **Fantasy**
 BENCHMARK: **Innermost Desires**
 SIGNPOST 1: **Innermost Desires**
 SIGNPOST 2: **Contemplation**
 SIGNPOST 3: **Memories**
 SIGNPOST 4: **Impulsive Responses**

ADDITIONAL STORY POINTS

GOAL: **Doing**
 CONSEQUENCE: **Playing a Role**
 COST: **Impulsive Responses**
 DIVIDEND: **How Things are Changing**

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

VOCABULARY:

Ability: being suited to handle a task; the innate capacity to do or be

Activity: an activity or endeavor

Cause: the specific circumstances that lead to an effect

Change: Mike changes his 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

Desire: the motivation toward something better

Determination: a conclusion based on circumstantial evidence

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

Do-er: Mike looks for a physical solution to his problem

Doing: engaging in a physical activity

Effect: the specific outcome forced by a cause

Enlightenment: an understanding that transcends knowledge

Expectation: a conclusion as to the eventual effect of a particular cause

Experience: the gaining of familiarity

Fact: belief in something real

Fantasy: belief in something unreal

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Mike ultimately succeeds in resolving his personal problems

How Things are Changing: the way things are going

Hunch: an understanding based on insufficient circumstantial evidence

Impulsive Responses: innate responses

Innermost Desires: basic drives and desires

Knowledge: that which one holds to be true

Logical: Mike uses inherently logical (linear) problem solving techniques

Manipulation: a manner of thinking or demeanor

Memories: recollections

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

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

Skill: aptitude or innate ability

Steadfast: Mike ultimately retains his essential nature

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

Success: the original goal is achieved

Test: a trial to determine something's validity

The Future: what will happen or what will be

The Past: what has already happened

The Present: the current situation and circumstances

Theory: an unbroken chain of relationships leading from a premise to a conclusion

Thought: the process of consideration

Threat: an evaluation of potential negative forces

Trust: acceptance without proof

Understanding: appreciating the meaning of something

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