

**STORY ENGINE SETTINGS: "Ghostbusters"****CHARACTER DYNAMICS:**

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

**PLOT DYNAMICS:**

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

**INFLUENCE CHARACTER**

*(Dana)*  
 DOMAIN: Situation  
 CONCERN: How Things are Changing  
 ISSUE: Threat vs. *Security*  
 PROBLEM: Determination  
 SOLUTION: Expectation  
 SYMPTOM: Theory  
 RESPONSE: Hunch  
 UNIQUE ABILITY: Security  
 CRITICAL FLAW: Wisdom  
 BENCHMARK: The Future  
 SIGNPOST 1: The Future  
 SIGNPOST 2: How Things are Changing  
 SIGNPOST 3: The Present  
 SIGNPOST 4: The Past

**OVERALL STORY**

*(Rid NYC of Bad Spirits)*  
 DOMAIN: Activity  
 CONCERN: Doing  
 ISSUE: Experience vs. *Skill*  
 PROBLEM: Determination  
 SOLUTION: Expectation  
 SYMPTOM: Accurate  
 RESPONSE: Non-Accurate  
 CATALYST: Skill  
 INHIBITOR: Fact  
 BENCHMARK: Obtaining  
 SIGNPOST 1: Understanding  
 SIGNPOST 2: Doing  
 SIGNPOST 3: Obtaining  
 SIGNPOST 4: Gathering Information

**RELATIONSHIP**

*(Unlikely Couple)*  
 DOMAIN: Manipulation  
 CONCERN: Playing a Role  
 ISSUE: Desire vs. *Ability*  
 PROBLEM: Cause  
 SOLUTION: Effect  
 SYMPTOM: Accurate  
 RESPONSE: Non-Accurate  
 CATALYST: Ability  
 INHIBITOR: Value  
 BENCHMARK: Changing One's Nature  
 SIGNPOST 1: Developing a Plan  
 SIGNPOST 2: Playing a Role  
 SIGNPOST 3: Changing One's Nature  
 SIGNPOST 4: Conceiving an Idea

**MAIN CHARACTER**

*(Peter)*  
 DOMAIN: Fixed Attitude  
 CONCERN: Impulsive Responses  
 ISSUE: Worry vs. *Confidence*  
 PROBLEM: Process  
 SOLUTION: Result  
 SYMPTOM: Accurate  
 RESPONSE: Non-Accurate  
 UNIQUE ABILITY: Confidence  
 CRITICAL FLAW: Knowledge  
 BENCHMARK: Innermost Desires  
 SIGNPOST 1: Memories  
 SIGNPOST 2: Innermost Desires  
 SIGNPOST 3: Contemplation  
 SIGNPOST 4: Impulsive Responses

**ADDITIONAL STORY POINTS**

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

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

VOCABULARY:

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

Accurate: being within tolerances

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

Activity: an activity or endeavor

Be-er: Peter prefers to work things out internally

Cause: the specific circumstances that lead to an effect

Change: Peter 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

Desire: the motivation toward something better

Determination: a conclusion based on circumstantial evidence

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

Doing: engaging in a physical activity

Effect: the specific outcome forced by a cause

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

Experience: the gaining of familiarity

Fact: belief in something real

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Peter 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

## Ghostbusters

## Vocabulary List

Knowledge: that which one holds to be true

Linear: Peter uses inherently linear (linear) problem solving techniques

Manipulation: a manner of thinking or demeanor

Memories: recollections

Non-Accurate: not within tolerances

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

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

Steadfast: Peter ultimately retains his essential nature

Success: the original goal is achieved

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

Threat: an evaluation of potential negative forces

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