

STORY ENGINE SETTINGS: "Grave of the Fireflies"

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

(Seita)
 DOMAIN: Situation
 CONCERN: How Things are Changing
 ISSUE: Fantasy vs. Fact
 PROBLEM: Unending
 SOLUTION: Ending
 SYMPTOM: Test
 RESPONSE: Trust
 UNIQUE ABILITY: Threat
 CRITICAL FLAW: Confidence
 BENCHMARK: The Future
 SIGNPOST 1: The Past
 SIGNPOST 2: How Things are Changing
 SIGNPOST 3: The Future
 SIGNPOST 4: The Present

OVERALL STORY

(Surviving in WWII Wartime Japan)
 DOMAIN: Activity
 CONCERN: Doing
 ISSUE: Enlightenment vs. Wisdom
 PROBLEM: Unending
 SOLUTION: Ending
 SYMPTOM: Process
 RESPONSE: Result
 CATALYST: Experience
 INHIBITOR: Ability
 BENCHMARK: Obtaining
 SIGNPOST 1: Obtaining
 SIGNPOST 2: Doing
 SIGNPOST 3: Gathering Information
 SIGNPOST 4: Understanding

RELATIONSHIP

(Orphaned Brother and Sister)
 DOMAIN: Manipulation
 CONCERN: Playing a Role
 ISSUE: Thought vs. Knowledge
 PROBLEM: Unending
 SOLUTION: Ending
 SYMPTOM: Hunch
 RESPONSE: Theory
 CATALYST: Desire
 INHIBITOR: Skill
 BENCHMARK: Changing One's Nature
 SIGNPOST 1: Playing a Role
 SIGNPOST 2: Developing a Plan
 SIGNPOST 3: Changing One's Nature
 SIGNPOST 4: Conceiving an Idea

INFLUENCE CHARACTER

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

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

Accurate: being within tolerances

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

Activity: an activity or endeavor

Bad: Seita ultimately fails in resolving his personal problems

Change: Seita 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

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

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

Doing: engaging in a physical activity

Ending: coming to a conclusion

Enlightenment: an understanding that transcends knowledge

Experience: the gaining of familiarity

Fact: belief in something real

Failure: the original goal is not achieved

Fantasy: belief in something unreal

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

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

Linear: Seita 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

Steadfast: Seita ultimately retains his essential nature

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

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

Unending: continuing without cessation

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