

STORY ENGINE SETTINGS: "The Palm Beach Story"

CHARACTER DYNAMICS:

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

PLOT DYNAMICS:

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

MAIN CHARACTER

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

OVERALL STORY

(Getting funding for Tom's Airport Idea)
 THROUGHLINE: **Activity**
 CONCERN: **Obtaining**
 ISSUE: **Approach vs. Attitude**
 PROBLEM: **Logic**
 SOLUTION: **Feeling**
 SYMPTOM: **Consider**
 RESPONSE: **Reconsider**
 CATALYST: **Morality**
 INHIBITOR: **Commitment**
 BENCHMARK: **Gathering Information**
 SIGNPOST 1: **Doing**
 SIGNPOST 2: **Obtaining**
 SIGNPOST 3: **Gathering Information**
 SIGNPOST 4: **Understanding**

MAIN VS. IMPACT STORY

(Struggling Marriage)
 THROUGHLINE: **Manipulation**
 CONCERN: **Changing One's Nature**
 ISSUE: **Rationalization vs. Obligation**
 PROBLEM: **Support**
 SOLUTION: **Oppose**
 SYMPTOM: **Consider**
 RESPONSE: **Reconsider**
 CATALYST: **Responsibility**
 INHIBITOR: **Self Interest**
 BENCHMARK: **Conceiving an Idea**
 SIGNPOST 1: **Developing a Plan**
 SIGNPOST 2: **Playing a Role**
 SIGNPOST 3: **Changing One's Nature**
 SIGNPOST 4: **Conceiving an Idea**

IMPACT CHARACTER

(Tom Jeffers)
 THROUGHLINE: **Fixed Attitude**
 CONCERN: **Innermost Desires**
 ISSUE: **Dream vs. Hope**
 PROBLEM: **Pursuit**
 SOLUTION: **Avoidance**
 SYMPTOM: **Consider**
 RESPONSE: **Reconsider**
 UNIQUE ABILITY: **Dream**
 CRITICAL FLAW: **Delay**
 BENCHMARK: **Contemplation**
 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: **Innermost Desires**
 DIVIDEND: **The Future**

REQUIREMENT: **Gathering Information**
 PREREQUISITE: **Conceiving an Idea**
 PRECONDITION: **Contemplation**
 FOREWARNINGS: **The Present**

VOCABULARY:

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

Change: Gerry Jeffers changes her essential nature while attempting to solve the problem

Changing One's Nature: transforming one's nature

Choice: making a decision

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

Decision: in the plot, decisions force actions

Delay: putting off until later

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

Do-er: Gerry Jeffers looks for a physical solution to her problem

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: Gerry Jeffers ultimately succeeds in resolving her personal problems

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

Intuitive: Gerry Jeffers 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

Oppose: an indirect detraction from another's effort

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

Playing a Role: temporarily adopting a lifestyle

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

Steadfast: Gerry Jeffers ultimately retains her essential nature

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

Success: the original goal is achieved

Support: indirect assistance given to another's efforts

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