

STORY ENGINE SETTINGS: "The Shawshank Redemption"

CHARACTER DYNAMICS:

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

PLOT DYNAMICS:

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

OVERALL STORY*(Innocent in Jail)*

DOMAIN: Situation
 CONCERN: The Future
 ISSUE: Delay vs. Choice
 PROBLEM: Support
 SOLUTION: Oppose
 SYMPTOM: Avoidance
 RESPONSE: Pursuit
 CATALYST: Openness
 INHIBITOR: Denial
 BENCHMARK: The Past
 SIGNPOST 1: The Future
 SIGNPOST 2: The Past
 SIGNPOST 3: The Present
 SIGNPOST 4: How Things are Changing

INFLUENCE CHARACTER*(Andy)*

DOMAIN: Activity
 CONCERN: Obtaining
 ISSUE: Approach vs. Attitude
 PROBLEM: Control
 SOLUTION: Uncontrolled
 SYMPTOM: Avoidance
 RESPONSE: Pursuit
 UNIQUE ABILITY: Approach
 CRITICAL FLAW: Obligation
 BENCHMARK: Understanding
 SIGNPOST 1: Understanding
 SIGNPOST 2: Doing
 SIGNPOST 3: Obtaining
 SIGNPOST 4: Gathering Information

MAIN CHARACTER*(Red)*

DOMAIN: Manipulation
 CONCERN: Changing One's Nature
 ISSUE: Rationalization vs. Obligation
 PROBLEM: Support
 SOLUTION: Oppose
 SYMPTOM: Reconsider
 RESPONSE: Consider
 UNIQUE ABILITY: Rationalization
 CRITICAL FLAW: Attitude
 BENCHMARK: Developing a Plan
 SIGNPOST 1: Playing a Role
 SIGNPOST 2: Changing One's Nature
 SIGNPOST 3: Conceiving an Idea
 SIGNPOST 4: Developing a Plan

RELATIONSHIP*(Growing Friendship)*

DOMAIN: Fixed Attitude
 CONCERN: Innermost Desires
 ISSUE: Hope vs. Dream
 PROBLEM: Consider
 SOLUTION: Reconsider
 SYMPTOM: Avoidance
 RESPONSE: Pursuit
 CATALYST: Closure
 INHIBITOR: Preconception
 BENCHMARK: Memories
 SIGNPOST 1: Impulsive Responses
 SIGNPOST 2: Innermost Desires
 SIGNPOST 3: Memories
 SIGNPOST 4: Contemplation

ADDITIONAL STORY POINTS

GOAL: The Future
 CONSEQUENCE: Innermost Desires
 COST: Obtaining
 DIVIDEND: Changing One's Nature

REQUIREMENT: The Past
 PREREQUISITE: Memories
 PRECONDITION: Understanding
 FOREWARNINGS: Developing a Plan

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

Be-er: Red prefers to work things out internally

Change: Red 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

Consider: weigh pros and cons

Contemplation: present considerations

Control: directed, constrained

Decision: in the plot, decisions force actions

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

Doing: engaging in a physical activity

Dream: a desired future that does not fall within reasonable expectations

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Red ultimately succeeds in resolving his 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

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

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

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

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

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

Steadfast: Red ultimately retains his essential nature

Success: the original goal is achieved

Support: indirect assistance given to another's efforts

The Future: what will happen or what will be

The Past: what has already happened

The Present: the current situation and circumstances

Uncontrolled: directionless, unconstrained, free

Understanding: appreciating the meaning of something