

STORY ENGINE SETTINGS: "Crazy, Stupid, Love"

CHARACTER DYNAMICS:

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

PLOT DYNAMICS:

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

INFLUENCE CHARACTER

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

RELATIONSHIP

(Teacher / Student)
DOMAIN: Activity
CONCERN: Doing
ISSUE: Experience vs. Skill
PROBLEM: Accurate
SOLUTION: Non-Accurate
SYMPTOM: Expectation
RESPONSE: Determination
CATALYST: Enlightenment
INHIBITOR: Threat
BENCHMARK: Gathering Information
SIGNPOST 1: Understanding
SIGNPOST 2: Gathering Information
SIGNPOST 3: Doing
SIGNPOST 4: Obtaining

OVERALL STORY

(Dysfunctional Love Relationships)
DOMAIN: Manipulation
CONCERN: Playing a Role
ISSUE: Desire vs. Ability
PROBLEM: Trust
SOLUTION: Test
SYMPTOM: Expectation
RESPONSE: Determination
CATALYST: Thought
INHIBITOR: Worry
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

MAIN CHARACTER

(Cal / Robbie)
DOMAIN: Fixed Attitude
CONCERN: Impulsive Responses
ISSUE: Worth vs. Value
PROBLEM: Ending
SOLUTION: Unending
SYMPTOM: Expectation
RESPONSE: Determination
UNIQUE ABILITY: Worth
CRITICAL FLAW: Desire
BENCHMARK: Contemplation
SIGNPOST 1: Memories
SIGNPOST 2: Impulsive Responses
SIGNPOST 3: Innermost Desires
SIGNPOST 4: Contemplation

ADDITIONAL STORY POINTS

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

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

VOCABULARY:

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

Accurate: being within tolerances

Activity: an activity or endeavor

Be-er: Cal / Robbie prefers to work things out internally

Change: Cal / Robbie 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

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

Doing: engaging in a physical activity

Ending: coming to a conclusion

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: Cal / Robbie ultimately succeeds in resolving his personal problems

How Things are Changing: the way things are going

Impulsive Responses: innate responses

Innermost Desires: basic drives and desires

Linear: Cal / Robbie 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

Situation: a situation or environment

Skill: aptitude or innate ability

Steadfast: Cal / Robbie ultimately retains his essential nature

Stop: regarding Cal / Robbie, 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

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

Worry: concern for the future

Worth: a rating of usefulness or desirability to oneself personally