

STORY ENGINE SETTINGS: "Back to the Future"

CHARACTER DYNAMICS:

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

PLOT DYNAMICS:

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

MAIN CHARACTER

(Marty McFly)
DOMAIN: Situation
CONCERN: The Future
ISSUE: Preconception vs.
Openness
PROBLEM: Hinder
SOLUTION: Help
SYMPTOM: Uncontrolled
RESPONSE: Control
UNIQUE ABILITY: Openness
CRITICAL FLAW: Self Interest
BENCHMARK: The Past
SIGNPOST 1: The Past
SIGNPOST 2: The Future
SIGNPOST 3: The Present
SIGNPOST 4: How Things are
Changing

OVERALL STORY

*(Beating the Space-Time
Continuum)*
DOMAIN: Activity
CONCERN: Obtaining
ISSUE: Self Interest vs. *Morality*
PROBLEM: Avoidance
SOLUTION: Pursuit
SYMPTOM: Uncontrolled
RESPONSE: Control
CATALYST: Approach
INHIBITOR: Delay
BENCHMARK: Understanding
SIGNPOST 1: Understanding
SIGNPOST 2: Doing
SIGNPOST 3: Obtaining
SIGNPOST 4: Gathering
Information

RELATIONSHIP

(Father/Son)
DOMAIN: Manipulation
CONCERN: Changing One's
Nature

INFLUENCE CHARACTER

(George McFly)
DOMAIN: Fixed Attitude
CONCERN: Innermost Desires
ISSUE: Denial vs. *Closure*

Back to the Future

Story Engine Settings

ISSUE: Commitment vs. *Responsibility*
PROBLEM: Temptation
SOLUTION: Conscience
SYMPTOM: Uncontrolled
RESPONSE: Control
CATALYST: Rationalization
INHIBITOR: Hope
BENCHMARK: Developing a Plan
SIGNPOST 1: Developing a Plan
SIGNPOST 2: Playing a Role
SIGNPOST 3: Changing One's Nature
SIGNPOST 4: Conceiving an Idea

PROBLEM: Avoidance
SOLUTION: Pursuit
SYMPTOM: Reconsider
RESPONSE: Consider
UNIQUE ABILITY: Closure
CRITICAL FLAW: Commitment
BENCHMARK: Memories
SIGNPOST 1: Innermost Desires
SIGNPOST 2: Impulsive Responses
SIGNPOST 3: Contemplation
SIGNPOST 4: Memories

ADDITIONAL STORY POINTS

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

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

VOCABULARY:

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

Activity: an activity or endeavor

Approach: one's methodology of doing or being

Avoidance: stepping around, preventing or escaping from a problem

Change: Marty McFly changes his essential nature while attempting to solve the problem

Changing One's Nature: transforming one's nature

Closure: bringing something to an end or to completion

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

Control: directed, constrained

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

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

Doing: engaging in a physical activity

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Marty McFly ultimately succeeds in resolving his personal problems

Help: a direct assistance to another's effort

Hinder: undermining another's effort

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: Marty McFly uses inherently linear (linear) problem solving techniques

Manipulation: a manner of thinking or demeanor

Memories: recollections

Morality: doing or being based on what is best for others

Obtaining: achieving or possessing something

Openness: willingness to reevaluate

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

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: Marty McFly ultimately retains his essential nature

Stop: regarding Marty McFly, the audience is waiting for something

Back to the Future

Vocabulary List

to end

Success: the original goal is achieved

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

Uncontrolled: directionless, unconstrained, free

Understanding: appreciating the meaning of something