

STORY ENGINE SETTINGS: "Eastern Promises"

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

(Anna Khitrova)
 DOMAIN: Situation
 CONCERN: How Things are
 Changing
 ISSUE: Threat vs. Security
 PROBLEM: Determination
 SOLUTION: Expectation
 SYMPTOM: Hunch
 RESPONSE: Theory
 UNIQUE ABILITY: Security
 CRITICAL FLAW: Wisdom
 BENCHMARK: The Future
 SIGNPOST 1: The Past
 SIGNPOST 2: The Future
 SIGNPOST 3: The Present
 SIGNPOST 4: How Things are
 Changing

RELATIONSHIP

(Romantic/Family)
 DOMAIN: Manipulation
 CONCERN: Playing a Role
 ISSUE: Knowledge vs. Thought

OVERALL STORY

*(Fighting the Russian Mafia in
 London)*
 DOMAIN: Activity
 CONCERN: Doing
 ISSUE: Wisdom vs.
Enlightenment
 PROBLEM: Unproven
 SOLUTION: Proven
 SYMPTOM: Hunch
 RESPONSE: Theory
 CATALYST: Skill
 INHIBITOR: Fact
 BENCHMARK: Obtaining
 SIGNPOST 1: Understanding
 SIGNPOST 2: Doing
 SIGNPOST 3: Obtaining
 SIGNPOST 4: Gathering
 Information

INFLUENCE CHARACTER

(Nikolai Luzhin)
 DOMAIN: Fixed Attitude
 CONCERN: Impulsive

Eastern Promises

PROBLEM: Unending
SOLUTION: Ending
SYMPTOM: Hunch
RESPONSE: Theory
CATALYST: Ability
INHIBITOR: Value
BENCHMARK: Changing One's Nature
SIGNPOST 1: Developing a Plan
SIGNPOST 2: Playing a Role
SIGNPOST 3: Changing One's Nature
SIGNPOST 4: Conceiving an Idea

Story Engine Settings

Responses
ISSUE: Worry *vs.* Confidence
PROBLEM: Unproven
SOLUTION: Proven
SYMPTOM: Cause
RESPONSE: Effect
UNIQUE ABILITY: Confidence
CRITICAL FLAW: Knowledge
BENCHMARK: Innermost Desires
SIGNPOST 1: Innermost Desires
SIGNPOST 2: Impulsive Responses
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

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

Activity: an activity or endeavor

Cause: the specific circumstances that lead to an effect

Change: Anna Khitrova 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

Determination: a conclusion based on circumstantial evidence

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

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

Doing: engaging in a physical activity

Effect: the specific outcome forced by a cause

Ending: coming to a conclusion

Enlightenment: an understanding that transcends knowledge

Expectation: a conclusion as to the eventual effect of a particular cause

Fact: belief in something real

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Anna Khitrova ultimately succeeds in resolving his personal problems

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: Anna Khitrova uses inherently linear (linear) problem solving techniques

Manipulation: a manner of thinking or demeanor

Memories: recollections

Obtaining: achieving or possessing something

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

Playing a Role: temporarily adopting a lifestyle

Proven: an assessment that something is correct by all relevant standards

Security: an evaluation of one's defenses and protections

Situation: a situation or environment

Skill: aptitude or innate ability

Steadfast: Anna Khitrova ultimately retains his essential nature

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

Success: the original goal is achieved

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

Understanding: appreciating the meaning of something

Unending: continuing without cessation

Unproven: a conjecture that has not been tested

Value: the objective usefulness of something in general

Wisdom: understanding how to apply Knowledge

Worry: concern for the future