## Story Engine Settings: "Grave of the Fireflies"

### Character Dynamics:
- **MC Resolve:** Change
- **MC Growth:** Stop
- **MC Approach:** Do-er
- **MC Problem-Solving Style:** Linear
- **IC Resolve:** Steadfast

### Plot Dynamics:
- **Driver:** Action
- **Limit:** Optionlock
- **Outcome:** Failure
- **Judgment:** Bad

### Main Character

- **(Seita)**
  - **Domain:** Situation
  - **Concern:** How Things are Changing
  - **Issue:** Fantasy vs. Fact
  - **Problem:** Unending
  - **Solution:** Ending
  - **Symptom:** Test
  - **Response:** Trust
  - **Unique Ability:** Threat
  - **Critical Flaw:** Confidence
  - **Benchmark:** The Future
  - **Signpost 1:** The Past
  - **Signpost 2:** How Things are Changing
  - **Signpost 3:** The Future
  - **Signpost 4:** The Present

### Overall Story

- **(Surviving in WWII Wartime Japan)**
  - **Domain:** Activity
  - **Concern:** Doing
  - **Issue:** Enlightenment vs. Wisdom
  - **Problem:** Unending
  - **Solution:** Ending
  - **Symptom:** Process
  - **Response:** Result
  - **Catalyst:** Experience
  - **Inhibitor:** Ability
  - **Benchmark:** Obtaining
  - **Signpost 1:** Obtaining
  - **Signpost 2:** Doing
  - **Signpost 3:** Gathering Information
  - **Signpost 4:** Understanding

### Relationship

- **(Orphaned Brother and Sister)**
  - **Domain:** Manipulation
  - **Concern:** Playing a Role
  - **Issue:** Thought vs. Knowledge
  - **Problem:** Unending
  - **Solution:** Ending
  - **Symptom:** Hunch
  - **Response:** Theory
  - **Catalyst:** Desire
  - **Inhibitor:** Skill
  - **Benchmark:** Changing One's Nature
  - **Signpost 1:** Playing a Role
  - **Signpost 2:** Developing a Plan
  - **Signpost 3:** Changing One's Nature
  - **Signpost 4:** Conceiving an Idea

### Influence Character

- **(Setsuko)**
  - **Domain:** Fixed Attitude
  - **Concern:** Impulsive Responses
  - **Issue:** Worth vs. Value
  - **Problem:** Non-Accurate
  - **Solution:** Accurate
  - **Symptom:** Process
  - **Response:** Result
  - **Unique Ability:** Worry
  - **Critical Flaw:** Security
  - **Benchmark:** Innermost Desires
  - **Signpost 1:** Impulsive Responses
  - **Signpost 2:** Innermost Desires
  - **Signpost 3:** Contemplation
  - **Signpost 4:** Memories

### Additional Story Points

- **Goal:** Doing
- **Consequence:** Playing a Role
- **Cost:** Impulsive Responses
- **Dividend:** How Things are Changing

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** Requirement:** Obtaining
** Prerequisite:** Changing One's Nature
** Precondition:** Innermost Desires
** Forewarnings:** The Future
VOCAUBRARY:

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

Accurate: being within tolerances

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

Activity: an activity or endeavor

Bad: Seita ultimately fails in resolving his personal problems

Change: Seita 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

Desire: the motivation toward something better

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

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

Doing: engaging in a physical activity

Ending: coming to a conclusion

Enlightenment: an understanding that transcends knowledge

Experience: the gaining of familiarity

Fact: belief in something real

Failure: the original goal is not achieved

Fantasy: belief in something unreal

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

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: Seita 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
Process: an ongoing activity; the mechanism through which a cause leads to an effect
Result: the product of a process; the ramifications of a specific effect
Security: an evaluation of one's defenses and protections
Situation: a situation or environment
Skill: aptitude or innate ability
Steadfast: Seita ultimately retains his essential nature
Stop: regarding Seita, the audience is waiting for something to end
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
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
Trust: acceptance without proof
Understanding: appreciating the meaning of something
Unending: continuing without cessation
Value: the objective usefulness of something in general
Wisdom: understanding how to apply Knowledge
Worry: concern for the future
Worth: a rating of usefulness or desirability to oneself personally