

STORY ENGINE SETTINGS: "How to Train Your Dragon"

CHARACTER DYNAMICS:

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

PLOT DYNAMICS:

DRIVER: **Action**
 LIMIT: **Optionlock**
 OUTCOME: **Failure**
 JUDGMENT: **Good**

MAIN CHARACTER

(Hiccup)
 THROUGHLINE: **Situation**
 CONCERN: **The Present**
 ISSUE: **Attempt vs. Work**
 PROBLEM: **Protection**
 SOLUTION: **Inaction**
 SYMPTOM: **Reevaluation**
 RESPONSE: **Evaluation**
 UNIQUE ABILITY: **Work**
 CRITICAL FLAW: **Strategy**
 BENCHMARK: **The Past**
 SIGNPOST 1: **The Present**
 SIGNPOST 2: **How Things are Changing**
 SIGNPOST 3: **The Past**
 SIGNPOST 4: **The Future**

OVERALL STORY

(Viking / Dragon Conflict)
 THROUGHLINE: **Activity**
 CONCERN: **Gathering Information**
 ISSUE: **Preconditions vs. Prerequisites**
 PROBLEM: **Nonacceptance**
 SOLUTION: **Acceptance**
 SYMPTOM: **Reevaluation**
 RESPONSE: **Evaluation**
 CATALYST: **Prerequisites**
 INHIBITOR: **Attraction**
 BENCHMARK: **Understanding**
 SIGNPOST 1: **Doing**
 SIGNPOST 2: **Gathering Information**
 SIGNPOST 3: **Understanding**
 SIGNPOST 4: **Obtaining**

MAIN VS. IMPACT STORY

(Making a difficult Relationship Work)
 THROUGHLINE: **Manipulation**
 CONCERN: **Conceiving an Idea**
 ISSUE: **Deficiency vs. Permission**
 PROBLEM: **Nonacceptance**
 SOLUTION: **Acceptance**
 SYMPTOM: **Potentiality**
 RESPONSE: **Certainty**
 CATALYST: **Permission**
 INHIBITOR: **Appraisal**
 BENCHMARK: **Developing a Plan**
 SIGNPOST 1: **Conceiving an Idea**
 SIGNPOST 2: **Developing a Plan**
 SIGNPOST 3: **Playing a Role**
 SIGNPOST 4: **Changing One's Nature**

IMPACT CHARACTER

(Stoick)
 THROUGHLINE: **Fixed Attitude**
 CONCERN: **Contemplation**
 ISSUE: **Doubt vs. Investigation**
 PROBLEM: **Nonacceptance**
 SOLUTION: **Acceptance**
 SYMPTOM: **Induction**
 RESPONSE: **Deduction**
 UNIQUE ABILITY: **Investigation**
 CRITICAL FLAW: **Need**
 BENCHMARK: **Memories**
 SIGNPOST 1: **Memories**
 SIGNPOST 2: **Impulsive Responses**
 SIGNPOST 3: **Innermost Desires**
 SIGNPOST 4: **Contemplation**

ADDITIONAL STORY POINTS

GOAL: **Gathering Information**
 CONSEQUENCE: **Conceiving an Idea**
 COST: **Contemplation**
 DIVIDEND: **The Present**

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

VOCABULARY:

Acceptance: a decision to allow, tolerate, or adapt, or not to oppose

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

Activity: an activity or endeavor

Appraisal: a limited initial assessment

Attempt: applying oneself to something not known to be within one's ability

Attraction: drawing or being drawn to something

Certainty: the determination that something is absolutely true

Change: Hiccup 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

Deduction: a method of thought that determines certainty

Deficiency: appraisal of what is lacking

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

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

Doing: engaging in a physical activity

Doubt: questioning validity without investigating to be sure

Evaluation: an appraisal of a situation and/or circumstances

Failure: the original goal is not achieved

Fixed Attitude: a fixed attitude or outlook

Gathering Information: gathering information or experience

Good: Hiccup ultimately succeeds in resolving his personal problems

How Things are Changing: the way things are going

Impulsive Responses: innate responses

Inaction: intentionally taking no action

Induction: a method of thought that determines possibility

Innermost Desires: basic drives and desires

Investigation: gathering evidence to resolve questions of validity

Logical: Hiccup uses inherently logical (linear) problem solving techniques

Manipulation: a manner of thinking or demeanor

Memories: recollections

Need: that which is required

Nonacceptance: a decision not to allow, tolerate, or adapt; a decision to oppose

Obtaining: achieving or possessing something

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

Permission: what is allowed

Playing a Role: temporarily adopting a lifestyle

Potentiality: a determination that something might become true

Preconditions: restrictions imposed on an effort

Prerequisites: the essential preliminaries that must be met

Protection: an effort to prevent interference with one's concerns

Reevaluation: a reappraisal of a situation or circumstances

Situation: a situation or environment

Steadfast: Hiccup ultimately retains his essential nature

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

Strategy: a plan to achieve one's purpose or a plan of response

The Future: what will happen or what will be

The Past: what has already happened

The Present: the current situation and circumstances

Understanding: appreciating the meaning of something

Work: applying oneself to something known to be within one's ability