How to Train Your Dragon

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

**MAST 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
CATALYST: Permission
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
How to Train Your Dragon

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

Doer: 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