

What your story means and how it relates to life in general. The story's "moral."

Concept

- idea Your trigger thought at it's very basic level. "I want to write about..."
- concept The idea evolved into a "what if..."
- premise An elaborated concept: who, what, where, when, why.

Work Title - Family Vacation

- *idea* I want to write about... a family taking a vacation to Florida.
- concept What if... they travel by car and stop at all the National parks along the way.
- premise In a crazy turn of events, they have to take the estranged grandfather with them. The first park they stop at happens to be hosting an annual Park Service Appreciation event, and, on a whim, the family offers to volunteer as servers for the evening's meal. They much to the grandfather's dismay very much enjoy volunteering and decide to pitch in at every park they visit. Along the way, volunteering and serving strengthens the family bond and brings the estranged grandfather closer to his children and grandchildren.

•	Idea
•	concept
•	premise
•	Idea
•	concept
•	premise

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Using your concept as inspiration, write as many follow-up "what if?" questions as you can.

What if		 	
What if	 	 	
What if	 	 	
What if			
What if			
What if		 	

Now, write a "what if?" for each major story point

OPENING - What if
HOOK - What if
INCITING INCIDENT - What if
FIRST PLOT POINT - What if
FIRST PINCH POINT - What if
MIDPOINT - What if
SECOND PLOT POINT - What if
LULL - What if
EGEL - Wilde II
SECOND PINCH POINT - What if

Character

HEIGHT, WEIGHT
GRADE/OCCUPATION
EYES, HAIR, BUILD
JAL QUIRKS, TICKS, HABITS)
HIM WHO HE IS NOW)
OWS OVERS THE COURSE OF THE STORY)
RACTER BACK AND DEFINE HIS BEHAVIORS AND ACTIONS)
DEMONS)
CISIONS AND ACTIONS)
E ABOVE)

Character arc

STAGE 1—ORPHAN (SETUP – YOUR HERO "BEFORE" – AN INTRO TO THEIR BACKSTORY. CHARACTER TICKS AND INNER DEMONS)
STAGE 2—WANDERER (FIRST PLOT POINT – YOUR HERO'S <i>REACTION</i> TO THE STORY'S FIRST HINT OF CONFLICT)
STAGE 3—WARRIOR (HERO IS EMPOWERED TO RISE ABOVE – GETS PROACTIVE/AGGRESSIVE – ATTACK, BUT NOT WITH SUCCESS)
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STAGE 4—CONQUEROR (HERO BECOMES WORTHY OF THE TITLE "HERO" – HE'S LEARNED LESSONS, CHANGED, GROWN, EVOLVED)

ATTACH PICTURE HERE	NAME, GEN	DER, AGE
	HEIGHT, V	/EIGHT
	GRADE/OCC	UPATION
	EYES, HAIR	, BUILD
(CIRCLE ONE) PROTAGONIST / ANTAGONIST		
SURFACE AFFECTATIONS & PERSONALITY (OUTWARD)	/ISUAL QUIRKS, TICKS, HABITS)	
BACKSTORY (WHAT HAPPENED IN THE CHARACTER'S LIFE TO I	KE HIM WHO HE IS NOW)	
CHARACTER ARC (HOW THE CHARACTER LEARNS LESSONS AI	GROWS OVERS THE COURSE OF THE	STORY)
INNER DEMONS AND CONFLICTS (ISSUES THAT HOLD TH	HARACTER BACK AND DEFINE HIS BE	HAVIORS AND ACTIONS)
WORLDVIEW (MANIFESTED OUTCOME OF BACKSTORY AND IN	ER DEMONS)	
GOALS AND MOTIVATIONS (WHAT DRIVES THE CHARACTE	DECISIONS AND ACTIONS)	
DECISIONS, ACTIONS, AND BEHAVIORS (THE SUM OF A	THE ABOVE)	

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Structure + ene Ececution ART ONE—THE SETUP

# Scene Description Does the Scene Contain? Yes / No Scene Description		Structure + Seeve Execution PART ONE—THE SETUP Introduce protagonist, hook the Reader, and setup First Plot Point (foreshadowing, establishing stakes.)	Essential Elements (at least one)	A Plot Point or Discovery of New Info	Introduces a Character's Goal	Action to Advance the Plot	Action to Increase the Tension	Important Elements (at least two)	Character Development	A Cause of Character Conflict	An Effect of Character Conflict	How Stakes Are Raised	A Reinforcement of the Stakes	Character Motivation	Bonus Elements	Character Backstory	World Building	The Story's Tone or Mood	Story Theme	Foreshadowing
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12 FIRST PLOT POINT OR INCITING INCIDENT (MOMENT OF CHANGE THAT DEFINES THE HEROES QUEST)	11		Ą					Im												
	12																			

NOTES:

	Structure + Seeve Frecutton PART TWO—THE RESPONSE The protagonist's reaction to what's revealed by the First Plot Point.	Essential Elements (at least one)	A Plot Point or Discovery of New Info	Introduces a Character's Goal	Action to Advance the Plot	Action to Increase the Tension	Important Elements (at least two)	Character Development	A Cause of Character Conflict	An Effect of Character Conflict	How Stakes Are Raised	A Reinforcement of the Stakes	Character Motivation	Bonus Elements	Character Backstory	World Building	The Story's Tone or Mood	Story Theme	Foreshadowing	
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22	FIRST PINCH POINT (REMINDER OF THE ANTAGONISTIC FORCES, DIRECTLY VISIBLE TO THE READER.)	eme					eme							us F						
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30	MIDPOINT (NEW INFORMATION/AWARENESS THAT CHANGES THE EXPERIENCE; A CATALYST ACTIVATING NEW DECISIONS/ACTIONS.)																			

NOTES:

Structure + Seene Execution PART THREE—THE ATTACK The protagonist is no longer passive, is empowered, and changes how to approach the obstacles. A Plot Point or Discovery of New Info Important Elements (at least two) Essential Elements (at least one) A Reinforcement of the Stakes Action to Increase the Tension An Effect of Character Conflict A Cause of Character Conflict Introduces a Character's Goal Action to Advance the Plot The Story's Tone or Mood **Character Development How Stakes Are Raised** Character Motivation Character Backstory **Bonus Elements World Building Foreshadowing Story Theme** # **Scene Description** Does the Scene Contain? Yes / No 31 32 33 Important Elements (at least two) 34 Essential Elements (at least one) 35 SECOND PINCH POINT (REMINDER OF THE ANTAGONIST AS THEY UP THE GAME AGAINST THE PROTAGONISTS ATTACKS.) 36 **Bonus Elements** 37 38 39 40 41 42 43 LULL (DARKEST POINT; PROTAGONIST HAS LOST EVERYTHING. "ALL-IS-LOST.") 44

	NOTES:	

SECOND PLOT POINT (FINAL INJECTION OF INFORMATION THAT ALLOWS THE PROTAGONIST TO START CONQUERING.)

45

Structure + Scene Execution PART FOUR—THE RESOLUTION The protagonist has the courage to come up with a solution, overcome, A Plot Point or Discovery of New Info Important Elements (at least two) Essential Elements (at least one) Action to Increase the Tension A Reinforcement of the Stakes An Effect of Character Conflict and conquer the antagonist. A Cause of Character Conflict Introduces a Character's Goal Action to Advance the Plot The Story's Tone or Mood **Miscellaneous Elements Character Development How Stakes Are Raised** Character Motivation **Character Backstory** Foreshadowing **World Building Story Theme** # **Scene Description** 46 47 48 Important Elements (at least two) Essential Elements (at least one) 49 50 51 **Bonus Elements** 52 53 54 55 56 57 58 59 60

NOTES:	