

# Theme

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

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# 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.

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- *Idea*

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- *concept*
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- *premise*
- 
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- *Idea*

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- *concept*
- 
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- *premise*
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- *Idea*

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- *concept*

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- *premise*

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- *Idea*

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- *concept*

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- *premise*

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- *Idea*

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- *concept*

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- *premise*

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- *Idea*

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- *concept*

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- *premise*

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# What if?

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

What if \_\_\_\_\_

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What if \_\_\_\_\_

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What if \_\_\_\_\_

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What if \_\_\_\_\_

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What if \_\_\_\_\_

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What if \_\_\_\_\_

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What if \_\_\_\_\_

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What if \_\_\_\_\_

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*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 \_\_\_\_\_

\_\_\_\_\_

SECOND PINCH POINT - What if \_\_\_\_\_

\_\_\_\_\_

# Character

ATTACH PICTURE HERE

NAME, GENDER, AGE

HEIGHT, WEIGHT

GRADE/OCCUPATION

EYES, HAIR, BUILD

(CIRCLE ONE)

PROTAGONIST / ANTAGONIST

**SURFACE AFFECTATIONS & PERSONALITY** (OUTWARDLY VISUAL QUIRKS, TICKS, HABITS)

**BACKSTORY** (WHAT HAPPENED IN THE CHARACTER'S LIFE TO MAKE HIM WHO HE IS NOW)

**CHARACTER ARC** (HOW THE CHARACTER LEARNS LESSONS AND GROWS OVERS THE COURSE OF THE STORY)

**INNER DEMONS AND CONFLICTS** (ISSUES THAT HOLD THE CHARACTER BACK AND DEFINE HIS BEHAVIORS AND ACTIONS)

**WORLDVIEW** (MANIFESTED OUTCOME OF BACKSTORY AND INNER DEMONS)

**GOALS AND MOTIVATIONS** (WHAT DRIVES THE CHARACTERS DECISIONS AND ACTIONS)

**DECISIONS, ACTIONS, AND BEHAVIORS** (THE SUM OF ALL THE 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 *REACTION* 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)

**STAGE 4—CONQUEROR** (HERO BECOMES WORTHY OF THE TITLE “HERO” – HE’S LEARNED LESSONS, CHANGED, GROWN, EVOLVED)



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## PART ONE—THE SETUP

Introduce protagonist, hook the Reader, and setup First Plot Point (foreshadowing, establishing stakes.)

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# Structure + Scene Execution

## PART TWO—THE RESPONSE

The protagonist's *reaction* to what's revealed by the First Plot Point.

#	Scene Description	Does the Scene Contain? Yes / No																	
13		Essential Elements (at least one)						Important Elements (at least two)						Bonus Elements					
14																			
15																			
16																			
17																			
18																			
19		Essential Elements (at least one)						Important Elements (at least two)						Bonus Elements					
20																			
21																			
22	FIRST PINCH POINT (REMINDER OF THE ANTAGONISTIC FORCES, DIRECTLY VISIBLE TO THE READER.)																		
23																			
24																			
25		Essential Elements (at least one)						Important Elements (at least two)						Bonus Elements					
26																			
27																			
28																			
29																			
30	MIDPOINT (NEW INFORMATION/AWARENESS THAT CHANGES THE EXPERIENCE; A CATALYST ACTIVATING NEW DECISIONS/ACTIONS.)																		

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*Structure +  
Scene Execution*  
PART THREE—THE ATTACK

The protagonist is no longer passive, is empowered, and changes how to approach the obstacles.

		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
#	Scene Description	Does the Scene Contain? Yes / No																	
31		Essential Elements (at least one)					Important Elements (at least two)							Bonus Elements					
32																			
33																			
34																			
35																			
36	SECOND PINCH POINT (REMINDER OF THE ANTAGONIST AS THEY UP THE GAME AGAINST THE PROTAGONISTS ATTACKS.)																		
37																			
38																			
39																			
40																			
41		Essential Elements (at least one)					Important Elements (at least two)							Bonus Elements					
42																			
43																			
44	LULL (DARKEST POINT; PROTAGONIST HAS LOST EVERYTHING. "ALL-IS-LOST.")																		
45	SECOND PLOT POINT (FINAL INJECTION OF INFORMATION THAT ALLOWS THE PROTAGONIST TO START CONQUERING.)																		

NOTES:

The protagonist has the courage to come up with a solution, overcome, and conquer the antagonist.

[illegible]

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