

Scene

Scene Goals	Method Used to Achieve Goal	Conflict – What interferes	Disaster
<ul style="list-style-type: none"> • Something concrete (object, person, etc.) • Something intangible (information, admiration, etc.) • Escape from something physical (pain, imprisonment) • Escape from something mental (suspicion, fear, worry) • Escape from something emotional (grief, depression) 	<ul style="list-style-type: none"> • Seeks information • Hides information • Hides self • Hides someone else • Confronts or attacks someone • Repairs, collects, destroys object 	<ul style="list-style-type: none"> • Direct opposition (a character or force) • Inner opposition (information that changes goal) • Circumstantial difficulties (lack of equipment) • Active conflict (fight, argument) • Passive conflict (being ignored, avoided) 	<ul style="list-style-type: none"> • Death • Physical injury • Emotional injury • Discovery of complicating information • Personal mistake • Threat to personal safety • Danger to someone else

Sequel

Reaction	Dilemma	Decision
<ul style="list-style-type: none"> • Elation • Fury • Anger • Confusion • Despair • Panic • Shame • Regret • Shock 	<ul style="list-style-type: none"> • Is it implicit? Obvious from the scene • Explicit – summarize/tell it. “Jane now needed groceries before they all starved.” • Explicit – dramatize it. “Jane’s stomach growled.” 	<ul style="list-style-type: none"> ➤ Must lead to a strong goal for next scene ➤ Must result from Dilemma ➤ Must allow for new complications