

Jack Trelawny's STORY PLANNER - based on "Save The Cat" and "Hero's Journey"

i. WHAT IS THE STORY?

LOGLINE
Someone (*the protagonist*) wants something (*the story goal*) and goes after it against great odds and/or obstacles (*the antagonist and the conflict*).

iii. BOARD: 40 SCENES

10 Scenes/Sequences for:

ACT 1
ACT 2a
ACT 2b
ACT 3

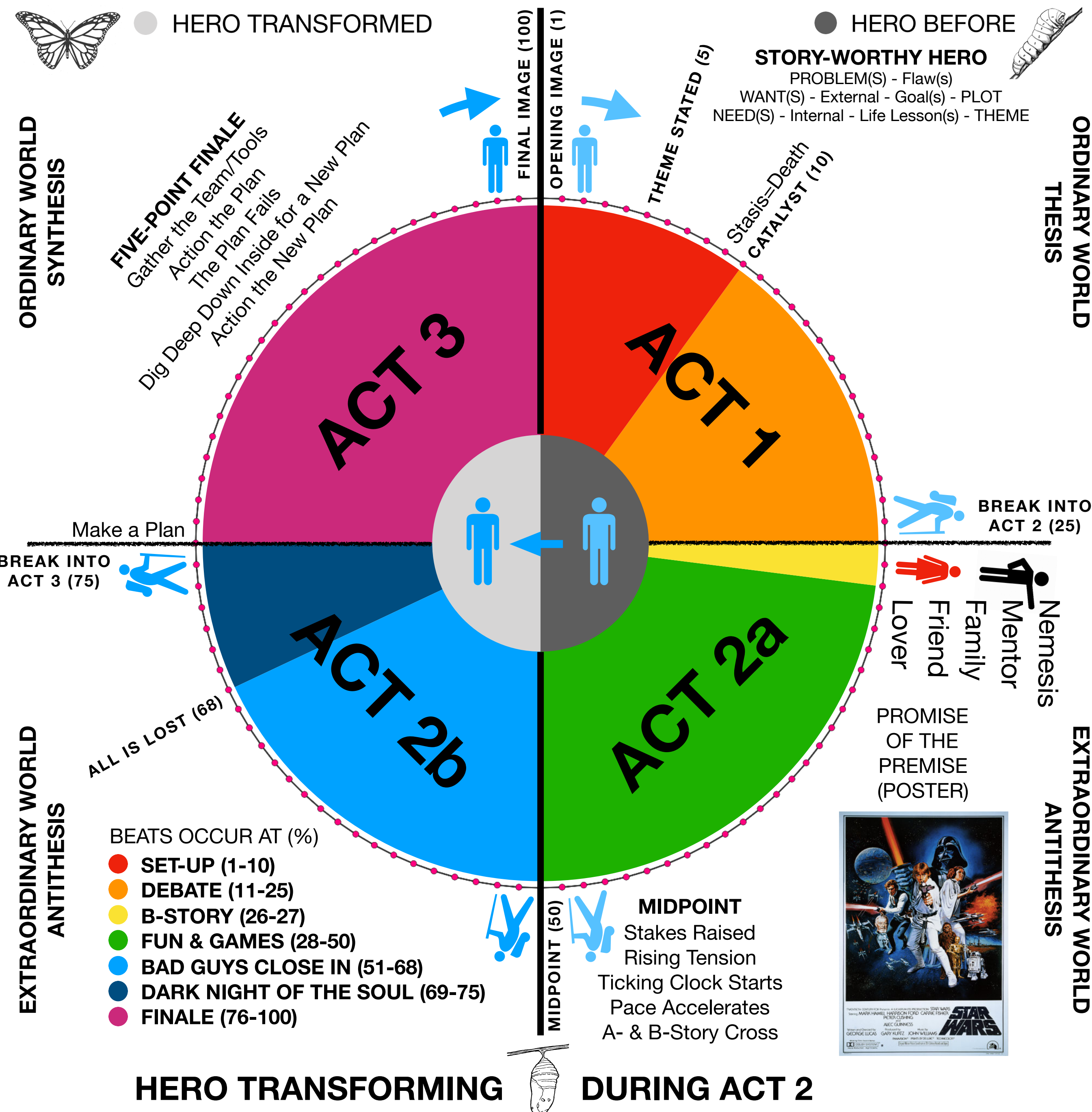
10 GENRES (3 Elements)

- MONSTER IN THE HOUSE**
Monster/House/Sin
- GOLDEN FLEECE**
Road/Team/Prize
- OUT OF THE BOTTLE**
Wish/Spell/Lesson
- DUDE WITH A PROBLEM**
Innocent Hero/Sudden Event/Life or Death Battle
- rites of PASSAGE**
Life Problem/Wrong Way/Acceptance of Hard Truth
- BUDDY LOVE**
Incomplete Hero/Counterpart/Complication
- FOOL TRIUMPHANT**
Fool/Establishment/Complication
- INSTITUTIONALISED**
Group/Choice/Sacrifice
- SUPERHERO**
Special Power/Nemesis/Curse
- WHYDUNIT**
Detective/Secret/Dark Turn

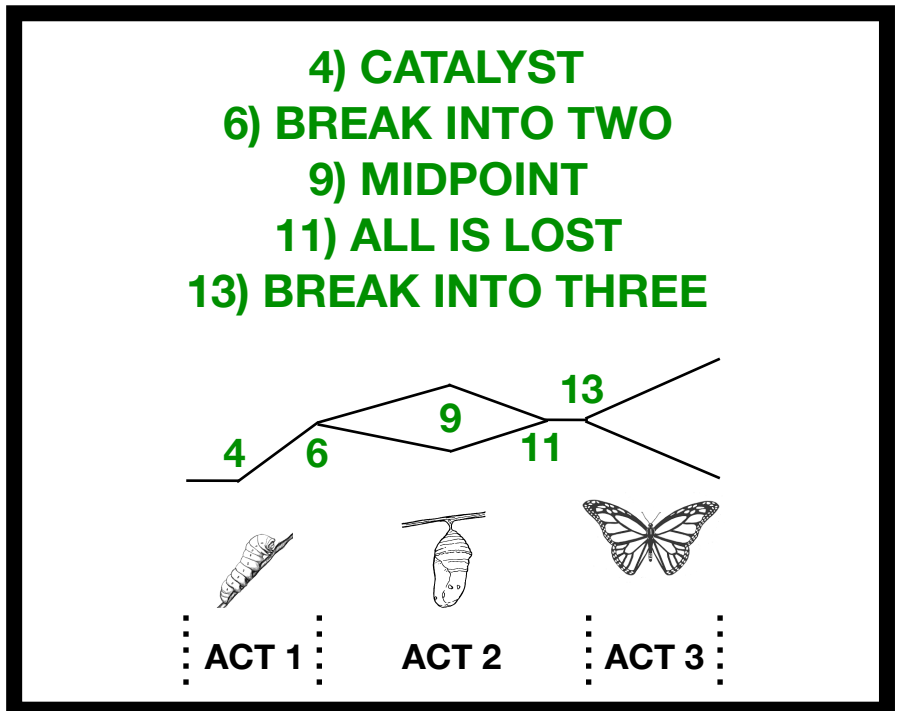
See www.jacktrelawny.com for Jack's School Author Visits

ii. MAP OUT "SAVE THE CAT" 15 STORY BEATS ON TWO PAGES

- 1) **OPENING IMAGE:** A visual representing the struggle and tone of the story. A snapshot of main character's problem, BEFORE the adventure begins.
- 2) **THEME STATED** (happens during the SET-UP): What your story is about; the message, the truth. Usually, it is spoken to the main character or in their presence, but they don't understand the truth...not until they have some personal experience and context to support it.
- 3) **SET-UP:** Expand on the "before" snapshot. Present the main character's "ORDINARY WORLD" as it is, and what is missing in their life.
- 4) **CATALYST:** The moment where life as it is changes. It is the telegram, the act of catching your loved-one cheating, allowing a monster onboard the ship, meeting the true love of your life, etc. The "before" world is no more, change is underway. It must happen "to" the main character.
- 5) **DEBATE:** But change is scary and for a moment, or a brief number of moments, the main character doubts the journey they must take. Can I face this challenge? Do I have what it takes? Should I go at all? It is the last chance for the hero to chicken out.
- 6) **BREAK INTO TWO** (Choosing Act 2): The main character makes a choice and the journey begins. We leave the "Thesis" world and enter the upside-down, "Antithesis", opposite, "EXTRAORDINARY WORLD" of Act 2.
- 7) **B-STORY:** This is when there's a discussion about the Theme - the nugget of truth. Usually, this discussion is between the main character and the love interest. So, the B-Story is usually called the "love story". Sometimes the B-Story can be a mentor, friend, or nemesis, character.
- 8) **FUN & GAMES** (The Promise of the Premise): This is the fun part of the story, when the Karate Kid is trained by Mr Miyagi or when the detective finds the most clues and dodges the most bullets. The main character explores the new world and the audience is entertained by the premise they have been promised, usually by the movie Poster and tagline. For example, the *ALIEN* poster tagline: "In space no one can hear you scream".
- 9) **MIDPOINT:** Midpoint is where stakes are raised, time clocks appear, A-Story crosses with B-Story, and the pace accelerates. Dependent upon the story, this moment is when everything is "great" (False Victory) or everything is "awful" (False Defeat). The main character either gets everything they think they want ("great") or doesn't get what they think they want at all ("awful"). But not everything we think we want is what we actually need.
- 10) **BAD GUYS CLOSE IN:** Doubt, jealousy, fear, foes both physical and emotional regroup to defeat the main character's goal, and the main character's "great"/"awful" situation disintegrates.
- 11) **ALL IS LOST:** The opposite moment from the Midpoint: "awful"/"great". The moment that the main character realises they've lost everything they gained, or everything they now have has no meaning. The initial goal now looks even more impossible than before. And here, something or someone dies. It can be physical or emotional, but the death of something old makes way for something new to be born.
- 12) **DARK NIGHT OF THE SOUL:** The main character hits rock-bottom, and wallows in hopelessness. The "Why hast thou forsaken me, Lord?" moment. Mourning the loss of what has "died" - the dream, the goal, the mentor character, the love of your life, etc. But, you must fall completely before you can pick yourself back up and try again.
- 13) **BREAK INTO THREE** (Choosing Act 3): - Thanks to a fresh idea, new inspiration, or last-minute Thematic advice from the B-Story (usually the love interest, sometimes the mentor, friend, or nemesis character), the main character chooses to try again.
- 14) **FINALE:** This time around, the main character incorporates the Theme - the nugget of truth that now makes sense to them - into their fight for the goal because they have experience from the A-Story and context from the B-Story. Act 3 is about "Synthesis" of Act 1 "Thesis" with Act 2 "Antithesis".
- 15) **FINAL IMAGE:** Opposite of Opening Image, proving, visually, that a change has occurred within the character. THE HERO IS TRANSFORMED.



5 'FOUNDATION' BEATS (MAIN PLOT CHANGE POINTS)



6 PRIMAL PROBLEM AREAS FOR HERO AT START OF STORY (AT HOME/WORK/PLAY)

- Physical:** External probs
- Emotional:** Internal probs
- Social:** Interaction probs
- Beliefs:** Thought probs
- Habitual:** Vice probs
- Lifestyle:** Routine probs

10 UNIVERSAL LESSONS

- Forgiveness: Self/Others
- Love: Self/Family/Romantic
- Acceptance: Self/Circumstances/Reality
- Faith: Oneself/Others/The World/God
- Fear: Overcome/Conquer/Find Courage
- Trust: Self/Others/In The Unknown
- Survival: Including 'Will To Live'
- Selflessness: Sacrifice/Altruism/Heroism
- Responsibility: Duty/Support A Cause
- Redemption: Atonement/Accept Blame/Remorse/Salvation

12 CHARACTER TYPES

- Hero: Warrior/Crusader
- Caregiver: Saint/Altruist
- Innocent: Dreamer/Novice
- Everyperson: Orphan/Regular Guy or Gal
- Ruler: Boss/Aristocrat/Role Model
- Sage: Advisor/Philosopher/Teacher
- Explorer: Wanderer/Seeker
- Lover: Friend/Partner
- Magician: Visionary/Medicine Man
- Rebel: Outlaw/Revolutionary
- Creator: Inventor/Artist
- Jester: Fool/Trickster

ANTAGONISTIC FORCES

- PROTAGONIST VERSUS**
- Humans (often 'Villains')
 - Self (Internal 'Issues')
 - Nature/Supernatural
 - Systems/Worlds/
 - Societies (e.g. Sci-fi/CoA)
 - Locations (e.g Buildings)
 - Other?
- 7 TYPES OF VILLAINS**
- Moustache Twirler: Dick Dastardly
 - Ancient Evil: Sauron (non-human)
 - Bully: Dudley Dursley
 - Mastermind: Lex Luthor
 - Dark Lord: Voldemort
 - Mirror: Professor Moriarty
 - Someone Else's Hero: Magneto