_____**CONFLICT #**_____

ⓘ

WHO: **(subject)** ☐ Protagonist   ☐ Antagonist   ☐ Love Interest
☐ Friends:
☐ Foes:
POV: Who/Type
WHERE: Location
Atmosphere/Mood
WHEN: Date/Time
Season/Weather
WHAT does s/he want? (verb + object) (obstacle)
WHY
HOW does s/he go about getting it? (response)
Progress ☐ Toward ☐ Away From Overall Story Goal

_____CONFLICT #_____

PAGE 2 DEEP STRUCTURE				
Scene Verb	get rid of it	obtain it	hold onto it	release it
reach it	escape it	win it	lose it	evade it
capture it	kill it	save it	avert it	allow it
reveal it	hide it	change it	keep from changing it	
tell it	not tell it	define it	obscure it	prove it
disprove it	evaluate it	decide it	obey it	defy it
Scene Object				
truth	belief	emotion	information	lie
mental Task	situation	person	place	thing
Physical task	need	want	prejudice	rule

Outcome

Succeed/Fail ~ Get it and find out he doesn't want it.

Succeed/Fail ~ Obtain it but it doesn't work.

Succeed/Succeed ~He gets what he wanted or needed and it worked.

Succeed/But ~ Obtain it but needs something further.

Succeed/But ~ Obtain it but it caused further difficulty.

Fail/And ~ Fail to get it and be forced to try again.

Fail/Succeed ~ Fail to get it and realize he didn't need it after all.

Obstacle

Organizational	Disunity	Knowledge
Internal	External	Ability

Response

Speed Bump	Mental	Emotional	Physical	Tactical
Dead End	**Mental**	**Emotional**	**Physical**	**Tactical**
Detour	**Mental**	**Emotional**	**Physical**	**Tactical**
Fork	**Mental**	**Emotional**	**Physical**	**Tactical**
Traffic Jam	**Mental**	**Emotional**	**Physical**	**Tactical**
Clover Leaf	**Mental**	**Emotional**	**Physical**	**Tactical**
Traffic Light	**Mental**	**Emotional**	**Physical**	**Tactical**
Stop Sign	**Mental**	**Emotional**	**Physical**	**Tactical**
Collision	**Mental**	**Emotional**	**Physical**	**Tactical**