

Three-Act Structure

Act 1: Setup

- **Introduction:** This part introduces the main characters, setting, and the world of the story. It establishes the tone and genre of the narrative.
- **Inciting Incident:** This is a pivotal event that changes the protagonist's everyday life, propelling them into the main action of the story. It's the catalyst that starts the main conflict.
- **Establishment of Stakes:** The audience learns what the protagonist stands to gain or lose and understands the importance of the journey.
- **Plot Point 1:** This marks the end of the first act and the transition into the second. It's a significant event that fully engages the protagonist in the conflict or quest.

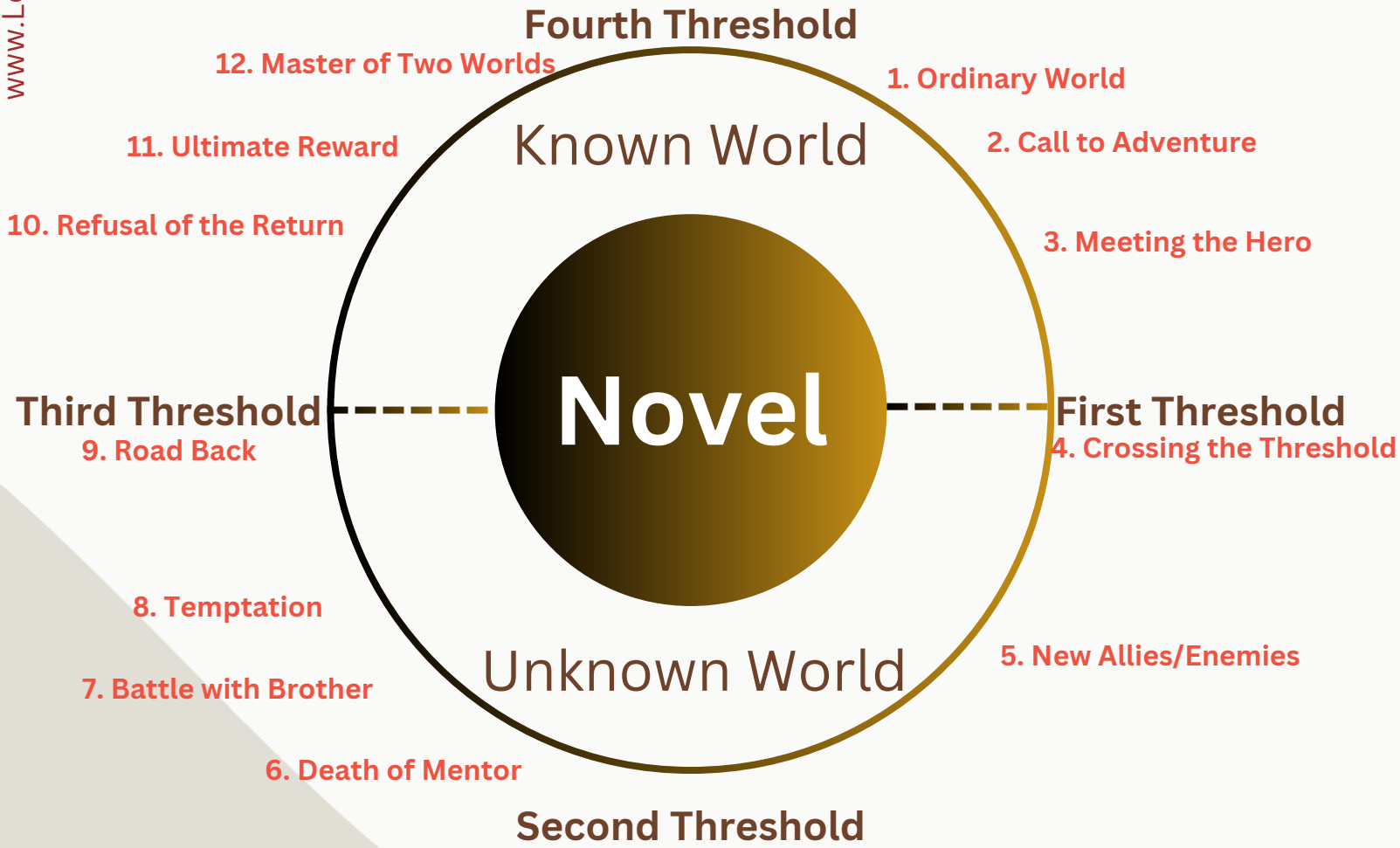
Act 2: Confrontation

- **Rising Action:** This part includes a series of challenges, obstacles, and developments that the protagonist faces. It's the bulk of the story, where the narrative builds tension and develops characters.
- **Midpoint:** A key moment in the middle of the story, which often changes the game for the protagonist.
- **Subplots and Character Development:** Here, secondary narratives and character arcs are explored, adding depth and complexity to the story.
- **Plot Point 2:** This marks the end of the second act and sets the stage for the final showdown or climax.

Act 3: Resolution

- **Climax:** The most intense point of the story, where the protagonist faces the main conflict head-on. It's the moment of truth, where the stakes are highest.
- **Falling Action:** The immediate repercussions of the climax are dealt with. It's a time to tie up loose ends in the story.
- **Resolution:** The story concludes, resolving remaining subplots and character arcs. The protagonist and other characters are left changed by their experiences.
- **Final Image:** The last scene or moment that leaves a lasting impression on the audience, often hinting at the new status quo or the journey's impact.

The Hero's Journey



The Hero's Journey

Return:

What is the literal and figurative boon that is shared with society?

Call to Action

Departure:

Does the hero have a choice to refuse the call to action?

Mentor:

Known World

Novel

Threshold crossing:
What is the significance of what the hero must leave behind?

Threshold Crossing:
What is the significance of what the hero must overcome to enter the belly of the beast?

Unknown World

The Road of Trials

Initiation:

What wisdom does the hero gain from the tests while on the road of trials?

How does this wisdom help their acceptance into society?

The
Supreme
Ordeal