

**STORY ENGINE SETTINGS: "Inside Out"**

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**CHARACTER DYNAMICS:**

MC RESOLVE: Change  
 MC GROWTH: Stop  
 MC APPROACH: Do-er  
 MC MENTAL SEX: Female  
 OC RESOLVE: Steadfast

**PLOT DYNAMICS:**

DRIVER: Action  
 LIMIT: Optionlock  
 OUTCOME: Success  
 JUDGMENT: Good

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**MAIN CHARACTER**

*(Joy)*  
 DOMAIN: Universe  
 CONCERN: Progress  
 ISSUE: Security vs. Threat  
 PROBLEM: Cause  
 SOLUTION: Effect  
 FOCUS: Process  
 DIRECTION: Result  
 UNIQUE ABILITY: Threat  
 CRITICAL FLAW: Confidence  
 BENCHMARK: The Past  
 SIGNPOST 1: The Past  
 SIGNPOST 2: Progress  
 SIGNPOST 3: The Future  
 SIGNPOST 4: The Present

**OBJECTIVE STORY**

*(Keeping Riley Happy/Sane)*  
 DOMAIN: Physics  
 CONCERN: Doing  
 ISSUE: Skill vs. Experience  
 PROBLEM: Cause  
 SOLUTION: Effect  
 FOCUS: Test  
 DIRECTION: Trust  
 CATALYST: Experience  
 INHIBITOR: Ability  
 BENCHMARK: Understanding  
 SIGNPOST 1: Learning  
 SIGNPOST 2: Doing  
 SIGNPOST 3: Obtaining  
 SIGNPOST 4: Understanding

**SUBJECTIVE STORY**

*(Rival Emotions)*  
 DOMAIN: Psychology  
 CONCERN: Being  
 ISSUE: Ability vs. Desire  
 PROBLEM: Determination  
 SOLUTION: Expectation  
 FOCUS: Test  
 DIRECTION: Trust  
 CATALYST: Desire  
 INHIBITOR: Skill  
 BENCHMARK: Conceptualizing  
 SIGNPOST 1: Conceiving  
 SIGNPOST 2: Conceptualizing  
 SIGNPOST 3: Being  
 SIGNPOST 4: Becoming

**OBSTACLE CHARACTER**

*(Sadness)*  
 DOMAIN: Mind  
 CONCERN: The Preconscious  
 ISSUE: Confidence vs. Worry  
 PROBLEM: Hunch  
 SOLUTION: Theory  
 FOCUS: Test  
 DIRECTION: Trust  
 UNIQUE ABILITY: Worry  
 CRITICAL FLAW: Security  
 BENCHMARK: Memory  
 SIGNPOST 1: Memory  
 SIGNPOST 2: The Preconscious  
 SIGNPOST 3: The Subconscious  
 SIGNPOST 4: The Conscious

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**ADDITIONAL APPRECIATIONS**

GOAL: Doing  
 CONSEQUENCE: Being  
 COST: The Preconscious  
 DIVIDEND: Progress

REQUIREMENT: Understanding  
 PREREQUISITE: Conceptualizing  
 PRECONDITION: Memory  
 FOREWARNINGS: The Past