Act I

1. Initial balance/intro
2. Inciting event
3. Reaction to the journey/refusal

Act II

4. lock

5. conflict reinforces value (mentor)

6. Conflict leads to hope

7. Mid point, frying pan into the fire, stakes are higher

8. high point

9. low point/opponent ascendant

Act III

10. gathering

11. battle scene / climax

12. resolutions