

**SECTION VII**

Implementation Guide

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Implementation Guide & Deliverables Roadmap

PART I: SYSTEM ARCHITECTURE

Story Coordinate Compass

This is a spatial navigation system for story analysis. It treats every story as a mappable territory with two primary dimensions.

- **Purpose:** Track WHERE you are in a story's timeline + WHAT analytical depth to examine
- **Format:** 2D coordinate grid (Position × Dimension)
- **Output:** Precise coordinate notation like **[6:00 / D3]**
- **Reference:** Organized repository of analytical frameworks and concepts accessible at each coordinate





How The System Works

The Story Coordinate Compass functions as both **NAVIGATION GRID** and **REFERENCE ATLAS**.

When you locate a coordinate: **[6:00 / D3]** = "Midpoint, Cognitive Dimension 3"

The system provides:

- Which frameworks apply to this dimension
- What questions to ask at this position
- What patterns to look for
- How this dimension intersects with others

PART II: STORY COMPASS SPECIFICATIONS

Grid Structure

Horizontal Axis: Story Position (13 points)

12:00 → 1:00 → 2:00 → 3:00 → 4:00 → 5:00 → 6:00 → 7:00 → 8:00 → 9:00

- Represents temporal/structural progression through narrative
- Maps to: Act structures, story beats, dramatic sequences
- Current granularity: 13 positions
- Future expansion: 30-minute beats = 24 positions

Vertical Axis: Story Depth Dimension (6 depths)

- **Core Dimension 0:** Main Philosophical Conflict, Essential Problem & Thematic Core



- **Archetypal Dimension 1:** Mythic Patterns & Archetypal Forms
- **Psychological Dimension 2:** Emotional & Affective States
- **Cognitive Dimension 3:** Cognitive Dynamics & Belief Systems
- **Structural Dimension 4:** Structural & Functional Logic
- **Surface Dimension 5:** Expressive Surface & Symbolic Effects

Grid Capacity: 13 positions × 6 dimensions = **78 unique coordinate cells per story**

78-Cell Coordinate Grid (Simple View)

POSITION	D0: CORE	D1: ARCHETYPAL	D2: PSYCHOLOGICAL	D3: COGNITIVE	D4: STRUCTURAL	D5: SURFACE
12:00	●	●	●	●	●	●
1:00	●	●	●	●	●	●
2:00	●	●	●	●	●	●
3:00	●	●	●	●	●	●
4:00	●	●	●	●	●	●
5:00	●	●	●	●	●	●
6:00	●	●	●	●	●	●
7:00	●	●	●	●	●	●
8:00	●	●	●	●	●	●
9:00	●	●	●	●	●	●
10:00	●	●	●	●	●	●
11:00	●	●	●	●	●	●



POSITION	D0: CORE	D1: ARCHETYPAL	D2: PSYCHOLOGICAL	D3: SPIRITUAL
12:00	•	•	•	•

Each • represents a unique analytical coordinate where position and dimension intersect.

78-Cell Coordinate Grid (Enhanced View with Key Descriptors)

POSITION	D0: CORE PROBLEM	D1: ARCHETYPAL	D2: PSYCHOLOGICAL	D3: SPIRITUAL
12:00	Opening conflict	Call/Threshold	Identity baseline	Initial connection
1:00	Problem escalates	Departure begins	Initial resistance	Resistance to change
2:00	Stakes clarify	Helper/Mentor	Internal conflict	Self-doubt
3:00	First pressure	Tests begin	Defense activation	Defense mechanisms
4:00	Choice demanded	Allies/Enemies	Ego under strain	Ego under stress
5:00	Point of no return	Approach	Identity crisis	Identity redefinition
6:00	Core revelation	Ordeal/Death-rebirth	Shadow confrontation	Shadow work
7:00	Consequences unfold	Reward/Refusal	Integration attempt	Integration of self
8:00	Truth confronted	Road back	Transformation	Transformation of self
9:00	Ultimate pressure	Final ordeal	Ego restructuring	Ego restructure
10:00	Synthesis required	Resurrection	New identity	New self



POSITION	D0: CORE PROBLEM	D1: ARCHETYPAL	D2: PSYCHO
11:00	Final choice	Victory/Defeat	Self-acceptar
12:00	New equilibrium	Return/Changed world	Integrated sel

Note: Both table formats will be developed as interactive web tools where users can click coordinates to access detailed framework guidance.

Coordinate Notation System

Standard Format: [Story Timeline Position / Story Depth Dimension]

Examples:

[12:00 / D0] = Opening,

[3:00 / D4] = First turning point, Structural Dimension

[6:00 / D2] = Midpoint, Psychological Dimension

[9:00 / D1] = Crisis,

Extended Notation (for complex analysis): - [3:00-4:00 / D3] = Transition between beats, Cognitive Dimension

[6:00 / D2+D3] = Midpoint examined across

[6:00 / All] = Midpoint examined across all dimensions



PART III: HUB NODE STRATEGY

Concept: Multi-Dimensional Anchor Points

Some concepts are structurally central—they appear across multiple dimensions and serve as connection points in the system.

Hub Node Criteria:

- Appears in 3+ dimensions
- Has high analytical utility
- Requires cross-dimensional understanding to grasp fully

Hub Node Examples

HUB NODE: SHADOW

Primary Dimension: D2 (Psychological)

Also appears in:

- D0: Repressed problem, denied truth
- D1: Underworld descent myths, dark twin archetype
- D3: Projection bias, splitting, confirmation bias
- D5: Mirror imagery, dark doubles, visual inversion

Hub Status: 5 dimensions

HUB NODE: THRESHOLD



Primary Dimension: D1 (Archetypal)

Also appears in:

- D0: Point of no return, irreversible choice
- D4: Structural turning point, act break

Hub Status: 3 dimensions

HUB NODE: VOICE

Primary Dimension: D5 (Expressive Surface)

Also appears in:

- D2: Character identity expression
- D3: Rhetorical authority, ethos

Hub Status: 3 dimensions

HUB NODE: RECOGNITION (Anagnorisis)

Primary Dimension: D4 (Structural)



Also appears in:

- D0: Core realization about problem
- D2: Identity shift moment
- D3: Pattern recognition, belief revision

Hub Status: 4 dimensions

Hub Node Documentation Format

[CONCEPT NAME] – Master Entry (Primary Dimension)

Primary Definition:

[Core explanation in primary dimension context]

Cross-Dimensional Presence:

- └ Dimension X: [Function/meaning in this dimension]
- └ Dimension Y: [Function/meaning in this dimension]
- └ Dimension Z: [Function/meaning in this dimension]

See Also:

- └ Related frameworks: [List]
- └ Contrasts with: [List]

Examples:

- [Concrete story instance 1]
- [Concrete story instance 2]

Hub Node Visual Treatment

In digital tools:

- Hub nodes appear larger/highlighted in NCM visualization
- Clicking a hub node shows all dimensional connections
- Cross-references automatically populate in all related dimensions



In printed materials:

- Hub nodes marked with special icon (●)
- Cross-reference blocks clearly formatted
- Page numbers for each dimensional appearance listed

PART IV: RELATIONSHIP FINDER TOOL

Overview & Purpose

The Relationship Finder is a cross-system concept lookup and comparison tool designed to help users navigate relationships between different narrative frameworks without flattening distinctions or forcing false equivalences.

Core Problem It Solves: Users working with multiple analytical systems (Jung, Dramatica, Enneagram, etc.) need to understand how concepts relate across frameworks without losing the unique value of each system.

Primary Use Cases:

1. **Concept Discovery:** “I’m analyzing Shadow—show me where else this appears”
2. **Framework Translation:** “I know this is Enneagram Type 4—what’s that in Jungian terms?”
3. **Analytical Completeness:** “I’m using Jung—what am I missing from other systems?”
4. **Learning & Exploration:** “I understand Dramatica Antagonist—teach me related concepts”



Tool Architecture

Database Structure:

CONCEPTS TABLE

- |— Concept ID
- |— Concept Name
- |— Primary Dimension (0–5)
- |— Source Framework (Jung, Dramatica, Enneagram, etc.)
- |— Definition (short)
- |— Narrative Function
- |— Hub Node Status (Y/N)
- |— Cross-Links to related concepts

RELATIONSHIPS TABLE

- |— Concept A ID
- |— Concept B ID
- |— Relationship Type (Equivalent, Resonant, Contrasts, Complements)
- |— Similarity Score (0–100%)
- |— Overlap Description
- |— Distinction Notes
- |— Usage Context Guidance

FRAMEWORKS TABLE

- |— Framework ID
- |— Framework Name
- |— Primary Author/Source
- |— Best Used For
- |— Dimensions Covered
- |— Related Frameworks

User Interface Design

Primary Interface: Concept Lookup

FRAMEWORK FINDER



[Step 1] Select Source Framework:

[Dropdown: Jung | Dramatica | Enneagram | Propp | MBTI | Four Temper

[Step 2] Select Concept:

[Dropdown: populated based on framework selected]

[Search Results Display Below]

Results Display Template:

SHADOW (Jung – Psychological Dimension 2)

Primary Definition:

Repressed or denied aspects of the self; the "dark side" of personal

Narrative Function:

- Externalizes internal conflict
- Creates character depth through contradiction
- Drives transformation arc through confrontation

Hub Node Status: ✓ Yes (appears in 5 dimensions)

RELATED CONCEPTS IN OTHER FRAMEWORKS

● DRAMATICA: Antagonist

Similarity Score: 40% (Partial Overlap)

Where they align:

- Both represent opposing force
- Both can be externalized in story

Where they differ:

- Shadow is internal/psychological content
- Antagonist is functional plot role
- Shadow is repressed self-aspect
- Antagonist serves story argument structure



When to use Shadow lens:

Character psychology, internal conflict, individuation

When to use Antagonist lens:

Plot structure, ensemble balance, argument construction

- ENNEAGRAM: Disintegration Patterns (All Types)

Similarity Score: 55% (Moderate Overlap)

Where they align:

- Both involve regressive/repressed material
- Both activate under stress
- Both require integration work

Where they differ:

- Enneagram tracks predictable stress patterns
- Shadow is broader unconscious content
- Enneagram shows which type → which behaviors
- Shadow doesn't follow fixed patterns

When to use Shadow lens:

General unconscious material, projection dynamics

When to use Enneagram lens:

Character-specific stress responses, growth paths

- COGNITIVE BIASES: Projection Bias

Similarity Score: 70% (Strong Overlap)

Where they align:

- Both involve attributing own traits to others
- Both operate unconsciously
- Both distort perception

Where they differ:

- Shadow is psychological content (what is projected)
- Projection bias is cognitive mechanism (how it's projected)
- Shadow includes positive + negative material
- Projection bias neutral toward content

When to use Shadow lens:

Understanding what psychological material exists

When to use Projection Bias lens:

Understanding the mechanism of misattribution



- DEFENSE MECHANISMS: Denial, Reaction Formation
Similarity Score: 60% (Moderate-Strong Overlap)

Where they align:

- Both protect ego from threatening material
- Both operate unconsciously
- Shadow often maintained through defense mechanisms

Where they differ:

- Defense mechanisms are processes
- Shadow is content being defended against
- Defenses are how; Shadow is what

Relationship: Defense mechanisms MAINTAIN the Shadow

APPEARS ACROSS DIMENSIONS

Core Dimension 0: Repressed problem or denied truth

Archetypal Dimension 1: Underworld descent, dark twin myths

Psychological Dimension 2: Primary location (repressed self)

Cognitive Dimension 3: Projection, splitting, confirmation bias

Surface Dimension 5: Mirror imagery, dark doubles, visual inversion

COORDINATE TAGS (Common Story Positions)

[2:00-3:00 / D2] – First hints of repressed material

[6:00 / D2] – Midpoint shadow confrontation (classic)

[8:00-9:00 / D2] – Integration attempt or final rejection

STORY EXAMPLES

- Star Wars: Luke's shadow = Vader (father + dark potential)
- Fight Club: Narrator's shadow = Tyler Durden (externalized)
- Black Swan: Nina's shadow = Lily + her own dark desires
- The Strange Case of Dr. Jekyll and Mr. Hyde: Literary archetype

EXPLORE FURTHER



[Button: View All Jung Concepts]
[Button: View All D2 Psychological Concepts]
[Button: Show Me Contrasting Concepts]
[Button: Deep Dive: Shadow Hub Node Analysis]

Similarity Scoring Methodology

How similarity scores are calculated:

80-100%: Equivalent (Direct mapping possible)

- Same function in narrative
- Same mechanism
- Same outcome
- Interchangeable in most contexts

Example: Hero (Jung) ↔ Protagonist (Dramatica) = 90%

50-79%: Strong Resonance (Significant overlap, notable distinctions)

- Overlapping functions
- Different emphases
- Use together for fuller picture

Example: Shadow (Jung) ↔ Projection Bias (Cognitive) = 70%



30-49%: Partial Resonance (Some overlap, mostly distinct)

- Touch similar territory
- Fundamentally different lenses
- Can complement each other

Example: Shadow (Jung) ↔ Antagonist (Dramatica) = 40%

0-29%: Minimal Overlap (Contrasting or unrelated)

- Different domains
- Different purposes
- May appear similar but aren't

Example: Shadow (Jung) ↔ Three-Act Structure = 5%

Development Requirements

Phase 1: Database Population (Weeks 5-8)

- Catalog all frameworks from dimensional content pages
- Create concept entries for each (estimate: 500-800 concepts)
- Document relationships between high-priority concepts (50-100 key relationships)
- Assign similarity scores through systematic comparison

Phase 2: Interface Build (Weeks 9-12)

- Create search/filter interface
- Build results display templates
- Implement cross-linking
- Add coordinate tag integration



Phase 3: Enhancement (Months 4-6)

- Add story examples for each concept
- Build “Framework Translation” workflow
- Create saved comparison feature
- Community contribution system (optional)

Technical Stack Recommendations

For Static Site (Phase 1):

- JSON database of concepts + relationships
- JavaScript search/filter
- Lunr.js or Pagefind for search
- No backend required initially

For Dynamic Tool (Phase 2):

- Supabase or Firebase for database
- User accounts for saved searches
- API for concept lookups
- Progressive web app capability

Success Metrics

Tool is working if:

- Users can find concepts across frameworks in <30 seconds
- Similarity scores feel accurate to users
- Users discover relevant frameworks they didn’t know about
- Users report it helps prevent false equivalences

- Users use it to structure multi-framework analyses



Example High-Priority Concept Relationships to Document

Psychological Dimension 2:

- Shadow ↔ [Antagonist, Projection, Enneagram Disintegration, Dark Double]
- Hero ↔ [Protagonist, Type 3/8 Enneagram, Ego, Warrior]
- Mentor ↔ [Guardian, Sage, Type 2, Wise Old Man]

Cognitive Dimension 3:

- Confirmation Bias ↔ [Shadow Projection, Motivated Reasoning, Selective Attention]
- Cognitive Dissonance ↔ [Internal Conflict, Value Clash, Belief Revision]
- Dunning-Kruger ↔ [Hubris, Tragic Flaw, Innocent Archetype]

Structural Dimension 4:

- Midpoint ↔ [6:00 Position, Ordeal, Point of No Return, Central Reversal]
- Climax ↔ [9:00-10:00 Position, Final Confrontation, Crisis, Resurrection]

PART V: BUILDING OUT DIMENSIONAL CONTENT

Overview



Section IIA (Story Structure Crosswalk) serves as the template for how dimensional content should be developed. Each dimension requires similar detailed treatment with comprehensive framework documentation.

This section provides the complete blueprint for what needs to be built, organized by dimension, drawing from the comprehensive framework documentation in source materials.

CORE DIMENSION 0: Main Philosophical Conflict, Essential Problem & Thematic Core

Framework Categories to Document:

A. PROBLEM TYPOLOGIES

- Dramatica's 4 Domains (Universe, Physics, Psychology, Mind)
- Dramatica's 64 Problem Elements (the atomic problems)
- Four Classic Conflict Types (Man vs. Nature, Man vs. Society, Man vs. Man, Man vs. Self)
- Story Conflict Cube (4→8→16 cell system)
- Internal vs. External conflict mapping

B. VALUE POLARITY SYSTEMS

- McKee value change patterns (truth ↔ deception, love ↔ indifference, etc.)
- Moral premise structures
- Thematic question frameworks
- Core tension identification

C. STAKES FRAMEWORKS

- Personal, relational, societal, existential
- Nested stakes structures
- Stakes escalation patterns

D. PROBLEM-SOLUTION ARCHITECTURES



- Dramatica Problem/Solution pairs
- Focus/Direction mechanics
- Throughline intersection logic

Content Structure Notes:

- Follow Section IIA model with crosswalk format
- Each problem type gets: definition, function, mechanics, maps to, transformation tendencies
- Cross-link to Structural Dimension 4 (how problems structure story)
- Cross-link to Psychological Dimension 2 (how problems manifest internally)

Estimated Scope: 60-80 framework entries

ARCHETYPAL DIMENSION 1: Mythic Patterns & Archetypal Forms

Framework Categories to Document:

A. JUNGIAN ARCHETYPE SYSTEMS

- The 12 Jungian Archetypes (Ego: Innocent, Everyperson, Hero, Caregiver | Soul: Explorer, Rebel, Lover, Creator | Self: Jester, Sage, Magician, Ruler) - Shadow and Shadow Pairings framework
- Anima/Animus dynamics
- Self archetype (integrated wholeness)
- Persona vs. Shadow mechanics

B. MONOMYTH & JOURNEY STRUCTURES

- Campbell's Hero's Journey (12-17 stages depending on version)
- Vogler's 5 Dramatic Archetypes (Orphan, Wanderer, Warrior, Martyr, Magician)
- Threshold crossing patterns
- Descent/katabasis myths
- Death-rebirth cycles
- Return with boon motifs



C. FOLK & FAIRY TALE SYSTEMS

- Propp's 7 Character Functions (Hero, Villain, Dispatcher, Donor, Helper, Princess/Prize, False Hero)
- Propp's 31 Narrative Functions
- ATU Tale Type Index (selected major types)
- Universal story patterns

D. MYTHIC MOTIFS & SYMBOLS

- Sacred marriage
- Underworld descent
- Quest for immortality
- Seasonal/cyclical myths
- Creation/destruction patterns
- Threshold guardians
- Magic helpers
- Tests and trials

E. MORAL & ALIGNMENT FRAMEWORKS

- 6 Moral Alignment Archetypes (adapted from D&D)
- Moral spectrum systems
- Ethical archetype patterns

Content Structure Notes:

- Each archetype includes: psychological shadow, mythic precedent, modern story examples
- Map Campbell stages to Story Compass clock positions
- Cross-link to Psychological D2 (archetypes as psychological patterns)
- Cross-link to Surface D5 (archetypal imagery)

Estimated Scope: 100-150 framework entries

PSYCHOLOGICAL DIMENSION 2: Emotional & Affective States



Framework Categories to Document:

A. PERSONALITY TYPOLOGY SYSTEMS

- Enneagram (Types 1-9 with wings, stress lines, growth lines)
- Four Temperaments (Choleric, Sanguine, Melancholic, Phlegmatic)
- MBTI-Based Character Archetypes (8 major types: Analyst, Diplomat, Sentinel, Explorer, etc.)
- “What They Want vs. What They Fear” system

B. DEFENSE MECHANISMS

- Denial (refusing to acknowledge reality)
- Projection (attributing own feelings/traits to others)
- Splitting (all-good vs. all-bad thinking)
- Reaction formation (expressing opposite of true feeling)
- Rationalization (justifying behavior with false reasons)
- Displacement (redirecting emotions to safer target)
- Sublimation (channeling impulses into acceptable outlets)
- Repression (unconscious blocking of threatening material)
- Regression (reverting to earlier developmental stage)
- Intellectualization (avoiding emotion through analysis)

C. TRAUMA RESPONSE PATTERNS

- Fight (confrontation, aggression, hypervigilance)
- Flight (avoidance, escape, withdrawal)
- Freeze (immobilization, dissociation, numbing)
- Fawn (appeasement, people-pleasing, boundary collapse)

D. ATTACHMENT STYLES

- Secure attachment (coherent, balanced, trusting)
- Anxious-preoccupied attachment (fear of abandonment, seeking reassurance)
- Dismissive-avoidant attachment (self-reliant, emotionally distant)
- Fearful-avoidant attachment (disorganized, approach-avoidance conflict)
- Internal Working Models (how attachment shapes worldview, expectations, relationship patterns)

E. SHADOW DYNAMICS



- Personal shadow (repressed traits)
- Collective shadow (cultural repressions)
- Projection mechanisms
- Shadow integration processes
- Golden shadow (repressed positive traits)

F. CHARACTER PSYCHOLOGY FRAMEWORKS

- Ego formation stages
- Identity pressure points
- Internal conflict patterns
- Emotional wound systems
- Character web (Truby) — moral spectrum of responses

G. AESTHETIC & VIBRATIONAL SYSTEMS

- Aesthetic quadrants
- Energy vectors
- Persona archetypes (for character styling)

Content Structure Notes:

- Each system includes: core motivation, wound pattern, growth path, story examples
- Enneagram entries show stress/growth lines
- Defense mechanisms linked to specific story beats
- Cross-link to Cognitive D3 (how psychology affects cognition)
- Cross-link to Archetypal D1 (archetypal psychological patterns)

Estimated Scope: 80-120 framework entries

COGNITIVE DIMENSION 3: Cognitive Dynamics & Belief Systems

Framework Categories to Document:

A. COGNITIVE BIASES (COMPREHENSIVE CATALOG



- 50+ major biases)
- Confirmation bias
- Availability heuristic
- Anchoring bias
- Dunning-Kruger effect
- Fundamental attribution error
- Hindsight bias
- Sunk cost fallacy
- Status quo bias
- Bandwagon effect
- Halo effect
- [Plus 40+ additional documented biases]

B. LOGICAL FALLACIES (COMPREHENSIVE CATALOG)

- 40+ major fallacies)
- Ad hominem
- Straw man
- False dilemma
- Slippery slope
- Appeal to authority
- Red herring
- Circular reasoning
- Post hoc ergo propter hoc
- Hasty generalization
- No true Scotsman
- [Plus 30+ additional documented fallacies]

C. RHETORICAL MODES & STRATEGIES

- Ethos (credibility, character)
- Pathos (emotion, values)
- Logos (logic, reason)
- Kairos (timing, opportunity)
- Persuasion frameworks (Cialdini's 6 principles)
- Argumentation structures



D. INFORMATION CONTROL TECHNIQUES

- Suspense (audience knows less than character)
- Surprise (simultaneous revelation)
- Dramatic irony (audience knows more)
- Mystery (audience assembles clues)
- Unreliable narration
- Narrative misdirection

E. BELIEF FORMATION & REVISION

- Pattern recognition processes
- Causal inference mechanics
- Ethical reasoning frameworks
- Meaning-making patterns
- Cognitive dissonance mechanics
- Worldview construction

F. DRAMATICA MIND SYSTEMS

- Problem/Solution elements (as cognitive patterns)
- MC Solve/Remain Changed mechanics
- Throughline thinking patterns

Content Structure Notes:

- Each bias/fallacy includes: definition, mechanism, story function, character examples
- Group related cognitive patterns
- Show how biases compound or counteract
- Cross-link to Psychological D2 (psychological origins of cognitive patterns)
- Cross-link to Structural D4 (how cognition affects plot mechanics)

Estimated Scope: 120-150 framework entries

STRUCTURAL DIMENSION 4: Structural & Functional Logic



Framework Categories to Document:

Status: Section IIA (Story Structure Crosswalk) COMPLETED — covers comprehensive structural frameworks

Content Includes:

- Foundational Story Engines (Monomyth, Classical 3-Act, Story as Value Change)
- Structural Geometries (Chiastic, Ring, Frame)
- Episodic & Modular (Episodic, Picaresque)
- Quest & Braided (Quest, Braided Narrative)
- Temporal Disruption (In Medias Res, Nonlinear)
- Contrast Engines (Ordinary ↔ Extraordinary)
- Five-Act Structure as Diagnostic Lens

Additional Content to Develop:

- Dramatica structure systems (8 archetypes as plot functions, throughlines, signposts)
- Save the Cat 15 beats
- Dan Harmon Story Circle (detailed)
- Genre-specific beat sheets
- Scene function taxonomy (plant, payoff, setup, reminder, revelation)
- Act structure variations (4-act, 5-act detailed treatment)

Integration Notes:

- Section IIA serves as model for all other dimensions
- Add coordinate tags to each structure (where it commonly appears on clock)
- Cross-link to Core D0 (how structure serves problem)
- Cross-link to Surface D5 (how structure manifests expressively)

Estimated Additional Scope: 20-30 framework entries beyond Section IIA

SURFACE DIMENSION 5: Expressive Surface & Symbolic Effects



Framework Categories to Document:

A. TROPE TAXONOMY

- Character tropes (Chosen One, Mentor's Death, Dark Lord, Reluctant Hero, etc.)
- Plot tropes (MacGuffin, Chekhov's Gun, Red Herring, Deus Ex Machina, etc.)
- Setting tropes (Dystopia, Lost World, Haunted House, Hidden Kingdom, etc.)
- Relationship tropes (Enemies to Lovers, Mentor-Student, Found Family, etc.)
- [Curated selection from TV Tropes — 200-300 major tropes]

B. SYMBOLIC IMAGERY SYSTEMS

- Visual symbols (mirrors, thresholds, circles, spirals, doors, windows, etc.)
- Color symbolism (red = passion/danger, white = purity/death, black = mystery/void, etc.)
- Weather symbolism (storm = turmoil, sunshine = hope, fog = confusion, etc.)
- Animal symbolism (wolf = predator, dove = peace, serpent = transformation/deception, etc.)
- Elemental symbolism (fire, water, earth, air)
- Number symbolism (3, 7, 12, etc.)

C. AESTHETIC & TONAL FRAMEWORKS

- Tone categories (serious, comedic, ironic, sincere, melancholic, etc.)
- Mood palettes (tense, hopeful, ominous, triumphant, etc.)
- Style markers (minimalist, baroque, naturalistic, expressionistic, surreal, etc.)
- Genre aesthetics (noir visual language, western iconography, sci-fi futurism, etc.)

D. SENSORY PATTERN SYSTEMS

- Visual motifs (recurring imagery, color patterns, framing choices)
- Auditory motifs (recurring sounds, musical themes, silence usage)
- Tactile/kinesthetic descriptions
- Olfactory/gustatory cues
- Synesthesia in narrative

E. TONAL ARCHITECTURE



- Genre mixing patterns (horror-comedy, action-romance, etc.)
- Tonal dissonance (Ordinary ↔ Extraordinary contrast engine)
- Register shifts (formal ↔ colloquial)
- Voice consistency vs. variation

F. GENRE SURFACE CONVENTIONS

- Expected visual language per genre
- Iconic moments and imagery
- Genre-specific symbols
- Aesthetic rule systems

Content Structure Notes:

- Each trope includes: definition, function, variations, subversions, examples
- Symbol entries show: cultural origins, narrative uses, cross-cultural variations
- Group related aesthetic choices
- Show how surface choices encode deeper dimensions
- Cross-link to Archetypal D1 (archetypal imagery)
- Cross-link to Psychological D2 (emotional/aesthetic correspondence)

Estimated Scope: 250-400 framework entries (largest dimension by volume)

Development Template (Following Section IIA Model)

Each dimensional page should include:

1. Dimension Overview

- What this dimension examines
- Why it matters for story analysis
- How it relates to other dimensions
- When to prioritize this lens

2. Framework Categories (Organized A, B, C, etc.)



- Logical groupings of related frameworks
- Clear category definitions
- Usage guidance

3. Individual Framework Entries

Standard format:

[FRAMEWORK NAME]
[Italicized subtitle if applicable]

Definition Box:

- Structural Function
- Defining Logic
- Narrative Mechanics
- Maps To (story types/genres)
- Transformation Arc Tendencies

Examples Callout Box:

- Story example 1
- Story example 2
- Story example 3

Framework Crosswalk (6-Dimension Analysis):

- Core Dimension 0
- Archetypal Dimension 1
- Psychological Dimension 2
- Cognitive Dimension 3
- Structural Dimension 4
- Surface Dimension 5

4. Visual Design Consistency

- Follow 00_STYLE_GUIDE_PHASE1_v5.html
- Use established callout box styles
- Maintain color coding (if applicable)
- Consistent typography hierarchy

5. Integration Features

- Coordinate tags: **[6:00 / D2]** showing common story positions



- Hub node indicators (● symbol)
- Cross-references to other dimensions
- Links to Relationship Finder tool
- Related framework suggestions

Integration with Story Coordinate Compass

Each framework entry should include:

Coordinate Tags: Which story positions this framework commonly appears - Format:

[Position / Dimension] - Example: [6:00 / D2] = Midpoint, Psychological

Dimensional Weight: Primary vs. secondary dimension placement

- Primary: Main analytical home
- Secondary: Also appears/applies in these dimensions
- Tertiary: Minor relevance or edge cases

Hub Node Status: If applicable

- Mark concepts appearing in 3+ dimensions
- Link to Hub Nodes Reference Document

Cross-Links: To related frameworks in other dimensions

- “See also” references
- “Contrasts with” references
- “Complements” references

Quality Control Checklist

For each dimensional content page:



[] Follows Section IIA format and structure

[] Maintains consistent terminology (dimension names, notation)

[] Includes coordinate tags for major frameworks

[] Cross-links to other dimensions where relevant

[] Provides concrete story examples

[] Uses callout boxes appropriately (info, example, warning)

[] Mobile-responsive design

[] Internal navigation (breadcrumbs, table of contents)

[] Hub nodes clearly marked

[] Relationship Finder integration ready

Content Sources

Primary Documentation:

- Comprehensive framework documentation (source files)
- Section IIA as structural template
- 00_STYLE_GUIDE_PHASE1_v5.html for visual consistency
- Framework Bibliography (Appendix C)
- to be developed)

Cross-Reference:

- Hub Nodes Reference Document (tracks multi-dimensional concepts)
- Relationship Finder database (concept relationships)

- Story Compass coordinate system (positional mapping)



PART VI: EXPANDABILITY TOOLS & PROTOCOLS

For each dimensional page:

- [] Follows Section IIA format and structure
- [] Maintains consistent terminology (dimension names, notation)
- [] Includes coordinate tags for major frameworks
- [] Cross-links to other dimensions where relevant
- [] Provides concrete story examples
- [] Uses callout boxes appropriately (info, example, warning)
- [] Mobile-responsive design
- [] Internal navigation (breadcrumbs, TOC)

Tool 1: New Entry Template

Use this standardized format when adding new concepts to the system:



```
## [CONCEPT NAME]

**Primary Dimension:** [0-5]
**Secondary Dimensions:** [List]
**Source Framework:** [System/Author]

**Core Definition:**
[1-2 sentence definition]

**Function in Narrative:**
[What it does, what work it performs]

**Distinguishing Features:**
[What makes it unique or different from similar concepts]

**Cross-References:**
└ Resonates with: [Similar concepts]
└ Contrasts with: [Opposite concepts]
└ Applied in: [Where it appears in stories]

**Examples:**
- [Concrete story instance 1]
- [Concrete story instance 2]

**Dimensional Weight Distribution:**
- Dimension X: [Primary/Secondary/Tertiary]
- Dimension Y: [Primary/Secondary/Tertiary]
```

Tool 2: Audit Trigger System

Automatic review triggers to maintain system coherence:

TRIGGER CONDITION	ACTION REQUIRED
25 new entries added	Run positional audit across all dimensions
New framework added	Create crosswalk document
Can't locate concept twice	Add entry points and cross-references



TRIGGER CONDITION	ACTION REQUIRED
5+ references to same concept	Consider hub node status
Cross-system confusion reported	Build equivalence/resonance table
Dimension feels overcrowded	Review for possible sub-dimension structure
User can't find expected content	Add signposting and navigation aids

Tool 3: Version Control Strategy

Track system evolution over time:

Version Numbering:

- Major version (1.0 → 2.0): Fundamental structural changes, dimension reorganization
- Minor version (1.0 → 1.1): New frameworks added, dimensions expanded
- Patch version (1.1 → 1.1.1): Corrections, clarifications, minor additions

Version Documentation:

- Changelog documenting all additions/changes
- Migration guides for users of previous versions
- Archived copies of previous versions for reference

Tool 4: Gap Identification Matrix

Systematically identify missing content:

DIMENSION	FRAMEWORK COVERAGE	IDENTIFIED GAPS
D0: Core Problem	High	Need more problem typolog
D1: Archetypal	High	Could expand ATU tale type



DIMENSION	FRAMEWORK COVERAGE	IDENTIFIED GAPS
D2: Psychological	Medium	Need more trauma models
D3: Cognitive	Medium	Could add persuasion frame
D4: Structural	High	Well-covered
D5: Expressive	Low	Need trope taxonomy expar

PART VII: IMMEDIATE DELIVERABLES (v1.0 Launch)

Deliverable Set A: Core Web Pages (COMPLETE)

Status: 8 HTML pages built and styled

1. Master Outline (navigation hub)
2. Section I: Orientation
3. Section IIA: Story Structure Crosswalk
4. Section II: Horizontal Axis
5. Section III: Vertical Axis (Dimensions)
6. Section IV: Intersection Logic
7. Section V: Navigation Protocols
8. Section VI: Practical Application (*existing HTML page in project*)

Next Steps:

- Unify in single GitHub repository
- Fix all internal navigation links



- Deploy to GitHub Pages
- Test on mobile devices
- Cross-link Section VI practical templates with coordinate tools

Deliverable Set B: Printable Resources (HIGH PRIORITY)

B1: Story Compass Blank Template (PDF)

- Full-page 13x6 grid
- Clean, printable design
- Fillable spaces for coordinate notes
- Usage instructions on reverse
- Timeline: Week 1

B2: Story Depth Dimensions Poster (PDF)

- Visual diagram of all 6 dimensions
- Framework categories for each dimension
- Hub node indicators
- Cross-reference notation guide
- Coordinate system integration
- Printable at poster size (18x24" or A2)
- Timeline: Week 2

B3: Coordinate Quick Reference (PDF)

- 1-page cheat sheet
- Key story positions (12:00, 3:00, 6:00, 9:00, 12:00)
- Dimension overview with key questions
- Notation examples
- Lamination-friendly design
- Timeline: Week 1

B4: Dimensional Framework Guides (6 PDFs)



- One detailed guide per dimension
- Complete framework listings
- Cross-references to other dimensions
- Examples and applications
- Timeline: Weeks 3-4

B5: Hub Nodes Reference Document (PDF) - Comprehensive list of all identified hub nodes

- Cross-dimensional mapping for each
- Usage guidance and examples
- Visual connection diagrams
- Timeline: Week 4

B6: Analysis Templates from Section VI (PDF Set)

Based on Section VI: Practical Application HTML page, these printable templates include:

Logging Templates:

- Scene Log Format with Coordinates (basic version)
- Condensed Scene Log (quick logging)
- Multi-Film Comparison Template
- Dimension Analysis Worksheet
- Cross-Reference Tracking Sheet
- Intersection Analysis Template

Organizational Tools:

- Spreadsheet system templates
- Visual mapping guides
- Comparative analysis frameworks
- Presentation format guides (academic, blog, video essay)
- **Timeline: Week 3**



Deliverable Set C: Simple Web Tools (MEDIUM PRIORITY)

C1: Coordinate Notation Generator (Web Form)

Function:

- User selects Story Position (dropdown: 12:00 through 12:00)
- User selects Dimension (dropdown: D0-D5)
- Tool generates notation: **[6:00 / D3]**
- Tool displays: “Midpoint, Cognitive & Rhetorical Dynamics”
- Tool shows: Brief description + link to full dimension page

Tech Stack: Vanilla HTML/CSS/JS (no framework needed) **Timeline:** Week 2

C2: Interactive Story Compass (SVG/Canvas)

Function:

- Visual clock face with 13 position markers
- 6 concentric rings (dimensions)
- Click a position → highlights that column
- Click a dimension ring → highlights that row
- Intersection highlights with coordinate notation
- “Learn more” button links to relevant content

Tech Stack: SVG + vanilla JavaScript **Timeline:** Week 3

C3: Analysis Template Generator (Form → Markdown)

Function:

- User enters: Story title, scene description, coordinate



- Tool generates pre-populated analysis template with:
- Dimensional analysis questions for selected coordinate
- Framework checklists
- Notes section
- Export options: Markdown, plain text, print view

Tech Stack: HTML form + JavaScript **Timeline:** Week 4

C4: Site-Wide Search (Static)

Function:

- Search across all HTML pages
- Highlight coordinate notation matches
- Filter by dimension
- Jump to results on page

Tech Stack: Pagefind (static site search, no backend) **Timeline:** Week 2

Deliverable Set D: Depth Dimensions Diagram (LOWER PRIORITY)

Phase 1: Static SVG (Week 5)

- Clean reference diagram
- All dimensions labeled
- Printable

Phase 2: Clickable Regions (Weeks 6-8)

- Click dimension → expands with framework list
- Hover for tooltip descriptions



- Links to detailed dimension pages
- Hub nodes visually highlighted

PART VIII: LONGER-TERM DELIVERABLES (v2.0 and beyond)

User Accounts + Saved Analyses

Requirements:

- Backend database (Supabase recommended)
- User authentication
- Story library (user creates entries for each story analyzed)
- Coordinate-based note system
- Export to PDF

Timeline: Months 4-6

Shared Template Library

Requirements:

- Public/private sharing options
- Community-submitted analysis templates
- Rating/commenting system
- Search and filter
- Moderation tools



Timeline: Months 6-9

Advanced Visualization Tools

Possible Features:

- Heat maps showing story activity distribution
- Transformation arc tracker across dimensions
- Comparative analysis (two stories side-by-side)
- Timeline mapper with drag-and-drop beats

Timeline: Months 9-12

PART IX: DEPLOYMENT ROADMAP

Week 1: Unify & Deploy Static Site

Create GitHub repository

Consolidate 8 HTML files

Fix navigation links

Test locally

Deploy to GitHub Pages

Custom domain (optional)



Week 2: Add Essential Tools

- Coordinate Notation Generator
- Site-wide search (Pagefind)
- Story Compass blank PDF
- Quick Reference PDF

Week 3-4: Enhancement Phase

- Interactive Story Compass (SVG)
- Story Depth Dimensions Poster
- Analysis Template Generator
- Dimensional Framework Guides (start)

Week 5-8: Polish & Feedback

- Static Depth Dimensions diagram
- Clickable diagram regions
- Mobile optimization

BETA

Home

Library

Compass

Search

⌘K

Dark Mode

PART X: DECISION POINTS & OPEN QUESTIONS



Story Compass Granularity

Decision: Start with 13 positions, design for future expansion to 24

Rationale: 78 cells is manageable complexity; can add finer increments later

Dimensional Reference Poster Priority

Decision: Static first, interactive later

Rationale: Users need stable reference image immediately; interactivity is enhancement

Tool Priority Order

Decision: Printables → Simple web tools → Backend features

Rationale: Maximum utility with minimum development time; gather user feedback before building complex features

PART XI: SUCCESS METRICS (How to know it's working)

Phase 1 Success Indicators (Weeks 1-4)

- Site is live and navigable
- All internal links work
- At least 1 printable PDF available
- Basic coordinate notation tool functional

- 5-10 beta testers can successfully navigate system



Phase 2 Success Indicators (Weeks 5-8)

- Users report using printed templates
- Interactive compass sees regular use
- Search functionality works reliably
- Feedback identifies next priority features

Long-Term Success Indicators (Months 3-12)

- Users return multiple times to analyze different stories
- Community begins sharing analysis templates
- System proves extensible (new frameworks added cleanly)
- Users report it changes how they think about story

APPENDIX A: TERMINOLOGY GLOSSARY

Story Compass: 2D coordinate grid tracking position (horizontal) × dimension (vertical)

Coordinate: Specific intersection point, notated as

[Story Timeline Position / Story Depth Dimension]

Story Depth Dimension: One of six analytical depths (0-5) in the Coordinate Compass system

Hub Node: Concept appearing in 3+ dimensions, serving as connection point



Equivalence Mapping: Direct 80%+ overlap between concepts from different systems

Resonance Notation: Indicating similarity without claiming equivalence

Cross-Dimensional Analysis: Examining a coordinate across multiple dimensions simultaneously

APPENDIX B: COORDINATE NOTATION EXAMPLES

Single coordinate: [6:00 / D2] = Midpoint at Psychological dimension

Range notation: [3:00–6:00 / D4] = Act II examined structurally

Multi-dimensional: [9:00 / D1+D2] = Crisis examined mythically AND psychologically

Full story scan: [All / D0] = Examining Core Problem across entire timeline

Deep dive: [6:00 / All] = Midpoint examined across all six dimensions

APPENDIX C: FRAMEWORK SOURCE REFERENCES

See separate Framework Bibliography document (*to be developed as standalone HTML page*)

This comprehensive bibliography will include:

- Primary source texts for all frameworks
- Author attributions
- Publication information

- Recommended reading sequences
- Framework family trees showing conceptual lineages



Dimensions to be documented:



- Core Dimension 0 sources
- Archetypal Dimension 1 sources (Campbell, Propp, Jung, ATU Index)
- Psychological Dimension 2 sources (Enneagram, Temperaments, Defense Mechanisms)
- Cognitive Dimension 3 sources (Kahneman, Cialdini, Fallacy compendiums)
- Structural Dimension 4 sources (McKee, Dramatica, Save the Cat, Harmon)
- Surface Dimension 5 sources (TV Tropes, Symbol dictionaries, Genre studies)



APPENDIX D: CROSS-SYSTEM MAPPING TOOL (Concept)

Purpose: Help users navigate between different narrative frameworks and identify overlaps/distinctions

Practical Tool Vision

Concept Comparison Tool (Web Interface)

User inputs:

- Select Concept A (from any framework)
- Select Concept B (from any framework)
- System outputs: Similarity score, distinctions, usage contexts

Example Interface:

Compare: [Jung: Shadow ▼] with [Dramatica: Antagonist ▼]

Similarity Score: 40% (Partial Overlap)

Where they align:

- Both represent opposing force



- Both can be externalized

Where they differ:

- Shadow is internal/psychological
- Antagonist is functional/plot role
- Shadow is repressed self-aspect
- Antagonist serves story argument

When to use Shadow lens: Character psychology, internal conflict, in

When to use Antagonist lens: Plot structure, ensemble balance, argum

Related concepts you might also consider:

- Defense mechanisms (Projection)
- Cognitive biases (Confirmation bias)
- Enneagram disintegration points

Framework Translator Tool (Future Development)

Concept: Help users “translate” analysis from one system to another

Use Case: “I analyzed this character using Enneagram Type 4. What would that look like in Jungian terms?”

System Response:

- Maps Type 4 core wounds → Shadow material
- Suggests relevant Jungian archetypes
- Flags where direct translation isn’t possible
- Recommends complementary frameworks

Implementation Notes

This tool would require:

- Database of frameworks and concepts
- Curated relationship mappings
- Clear “confidence scores” for overlaps
- Explicit documentation of where frameworks diverge

Development Priority: Phase 3 (after core coordinate system is stable)



APPENDIX E: IMPLEMENTATION CHECKLIST

Content Complete

- 8 core HTML pages written and styled
- Dimensional framework documented
- Story Compass specifications defined
- All framework listings compiled
- Cross-system mappings documented
- Hub nodes identified and cross-referenced

Technical Infrastructure

- GitHub repository created
- All files unified with working links
- GitHub Pages deployment configured
- Custom domain connected (optional)
- Mobile responsiveness tested

User-Facing Tools

- Coordinate notation generator built
- Story Compass blank PDF created
- NCM reference poster designed
- Quick reference card created
- Site search implemented



Documentation

- Implementation guide written (this document)
- User guide/tutorial created
- Framework addition protocol documented
- Changelog system established

END OF IMPLEMENTATION GUIDE v1.0

This document consolidates working materials from multiple drafts and serves as the definitive reference for building out the Story Analysis Coordinate System. Update version number as system evolves.

- D0: Point of no return, irreversible choice
- D4: Structural turning point, act break
- D2: Character identity expression
- D3: Rhetorical authority, ethos
- D0: Core realization about problem
- D2: Identity shift moment
- D3: Pattern recognition, belief revision

PREVIOUS

[VI. Practical Application](#)