# Overview and Instructions:

For this assignment, you will choose a story structure to implement within the world you built in the previous assignment. Choose on of the structures below, each with upsides and downsides, as discussed in the lecture. The goal is to depart from “Plot as a state transition diagram”.

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Once you have chosen a structure, use the space below to create dramatic beats at various nodes. If you are choosing “Plot as interplay of actual and virtual events”, “Vector with side branches”, or the “Sea-anemone” have the secondary and tertiary nodes provide context and more information. You do not need to focus on the details. Separate your story into BEATS (the nodes) and context/ supporting information.

Do this work on a separate piece of paper. Take a picture of it and paste it in this document you will then upload to canvas.

# Paste your Structure Here