The Pattern Catalog Schema

This is a repo for collecting and developing the archetypal media type database schema for leechseed
The highest order of patterns found intertextually in a multitude of mediums.

The Highest Order Tables are known as Media Types

Media Types - Art mediums that serve as the controlling nodes of inspiration for me.

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Media Type: LitCox

LitCox Major Components

- Plot
- Character
- Setting
- Theme
- Point of View
- Style
- Symbolism
- Tone
- Conflict
- Imagery
- Structure
- Language and Word Choice
- Dialogue
- Irony
- Allusion
- Foreshadowing
- Genre

Defining Each LitCox Major Component

- **Plot**: The plot refers to the sequence of events that occur in a story. It typically includes an exposition (introduction of characters and setting), rising action, climax (turning point or highest point of tension), falling action, and resolution.
- **Character**: Characters are the individuals or entities that drive the story. They can be fictional or based on real people, and they possess various traits, motivations, and relationships that shape their actions and development.
- **Setting**: The setting encompasses the time, place, and social context in which the story takes place. It helps establish the atmosphere, mood, and background against which the events unfold.
- **Theme**: The theme represents the central idea or message explored in a literary work. It often addresses universal concepts, such as love, power, justice, or the human condition, and provides insight into the deeper meaning of the story.
- **Point of View**: Point of view refers to the perspective from which the story is told. It can be first person (narrator uses "I"), second person (narrator uses "you"), or third person (narrator uses "he," "she," or "they"). The choice of point of view influences the reader's understanding and interpretation of events.
- **Style**: Style encompasses the author's distinctive manner of writing, including the use of language, literary devices, and sentence structure. It contributes to the overall tone, mood, and aesthetic quality of the work.
- **Symbolism**: Symbolism involves the use of objects, characters, or events to represent abstract ideas or concepts. Symbols often carry deeper meanings beyond their literal interpretation and can enhance the thematic and emotional depth of a literary work.
- **Tone**: Tone refers to the attitude or mood conveyed by the author in their writing. It can be serious, humorous, ironic, melancholic, or any other emotional quality that shapes the reader's response.
- **Conflict**: Conflict represents the struggle or tension between opposing forces in a story. It can be internal (within a character's mind) or external (between characters or with the environment) and serves to drive the plot and create dramatic interest.
- **Imagery**: Imagery involves the use of vivid and descriptive language to create mental images and sensory experiences for the reader. It appeals to the senses and helps establish a more immersive and evocative reading experience.
- **Structure**: Structure refers to the organization and arrangement of a literary work. It includes elements such as chapters, sections, or stanzas, as well as the overall narrative or poetic structure. Examining the structure can offer insights into the author's intentions and the impact on the reader's experience.
- **Language and Word Choice**: The specific language used by the author, including vocabulary, syntax, and figurative language, contributes to the style and tone of the work. Word choice can evoke emotions, create imagery, establish atmosphere, and enhance the overall impact of the writing.
- **Dialogue**: Dialogue represents the spoken or written conversation between characters. It serves multiple purposes, such as revealing characterization, advancing the plot, conveying information, and providing insight into relationships and conflicts.
- **Irony**: Irony involves a contrast between what is expected or intended and what actually occurs. It can take various forms, including situational irony (when the outcome differs from expectations), verbal irony (when words convey a meaning opposite to their literal sense), or dramatic irony (when the audience knows something the characters do not).
- **Allusion**: Allusion refers to the indirect or brief reference to a person, place, event, or work of art outside the immediate text. It enriches the meaning of the story by drawing on shared cultural knowledge or inviting the reader to make connections with other literary or historical works.
- **Foreshadowing**: Foreshadowing involves the use of hints, clues, or suggestions about future events in the story. It builds anticipation and prepares the reader for what is to come, adding suspense and deeper layers of meaning.
- **Tone**: While mentioned earlier, tone deserves further consideration. It encompasses the author's attitude or perspective toward the subject matter or characters. Tone influences the reader's emotional response and can range from serious, humorous, ironic, sarcastic, or sympathetic.
- **Genre**: Genre refers to the category or classification of a literary work based on its form, content, and style. Examples of literary genres include poetry, drama, fiction, non-fiction, mystery, romance, science fiction, and many others. Each genre has its own conventions and expectations.

LitCox Major Component with LitCox Minor Component Definition

- Plot
  - Exposition: The introduction of the characters, setting, and basic situation.
  - Rising Action: Events leading up to the climax, where conflict is introduced.
  - Climax: The turning point of the story, usually the most intense moment.
  - Falling Action: The events that occur after the climax.
  - Resolution/Denouement: The conclusion, where all loose ends are tied up.
- Character
  - Protagonist: The main character around whom the story revolves.
  - Antagonist: The character who opposes the protagonist.
  - Dynamic Characters: Characters who undergo significant changes throughout the story.
  - Static Characters: Characters who remain the same throughout the story.
  - Round Characters: Well-developed characters with multiple traits.
  - Flat Characters: Characters with only one or two distinguishing characteristics.

- Setting
  - Physical Setting: The actual geographical location, landscape, buildings, etc.
  - Temporal Setting: The time period in which the story occurs.
  - Cultural/Social Context: The traditions, societal standards, and cultural aspects of the setting.
- Theme
  - Major Theme: The most significant idea of the story.
  - Minor Theme: Other less prominent ideas that support the major theme.
- Point of View
  - First Person: The narrator is a character in the story.
  - Third Person Limited: The narrator is not a character and only knows the thoughts and feelings of one character.
  - Third Person Omniscient: The narrator knows the thoughts and feelings of all characters.
- Style
  - Diction: Word choice.
  - Syntax: Sentence structure.
  - Tone: The author's attitude towards the subject.
  - Mood: The atmosphere or feeling created by the text.
- Symbolism
  - Conventional Symbols: Symbols that are generally recognized by many people.
  - Contextual or Authorial Symbols: Symbols that may have a different meaning based on the context of the story.
- Tone
  - Joyful
  - Sad
  - Ironic
  - Pessimistic
  - Optimistic
- Conflict
  - Internal Conflict: A struggle that occurs within a character.
  - External Conflict: A struggle that occurs between a character and outside forces.
- Imagery
  - Visual Imagery: Descriptions that create visual images.
  - Auditory Imagery: Descriptions that create sounds.
    - Olfactory Imagery: Descriptions that deal with smell.
    - Tactile Imagery: Descriptions of touch or texture.
    - Gustatory Imagery: Descriptions relating to taste.
- Structure
  - Linear Structure: Events occur in a chronological order.
  - Non-linear Structure: Events do not occur in a chronological order.
  - Framed Structure: A story within a story.
- Language and Word Choice
  - Formal Language: Standard and sophisticated language.
  - Informal Language: Casual language.
  - Colloquial Language: Regional or cultural dialect.
- Dialogue
  - Internal Dialogue: Thoughts of a character.
  - Spoken Dialogue: Conversations between characters.
  - Indirect Dialogue: Summarized or reported speech.
- Irony
  - Verbal Irony: When the speaker says something contradictory to what they mean.
  - Situational Irony: When the opposite of what is expected occurs.
  - Dramatic Irony: When the audience knows something the characters do not.
- Allusion
  - Literary Allusion: Reference to another piece of literature.
  - Historical Allusion: Reference to a historical event.
  - Cultural Allusion: Reference to a cultural practice or popular culture.
- Foreshadowing
  - Direct Foreshadowing: Clear hints about what will happen.
  - Indirect Foreshadowing: Subtle hints about what will happen.

- Genre
  - Fiction: Made-up stories.
  - Non-fiction: Based on true stories or facts.
  - Fantasy: Stories involving magic or supernatural elements.
  - Science Fiction: Stories based on advanced science and technology.
  - Mystery: Stories involving unsolved crimes or questions.
  - Horror: Stories intended to scare or unsettle.
  - Romance: Stories focusing on relationships and love.

- *Ideally, the schema will regressively pair down using the following names:*
  - Major
  - Minor
  - Mini
  - Micro
  - Mole

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