Process of Creation

WORLD BUILDER: A place with the resources to create a coherent world in a writer's story.

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THE STORY CIRCLE: An essential for a hero's journey.

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RESOURCE CHAMBER: Samples of story circles, progressions, and other writing resources.

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Question Databases

WHO'S WHO: A place where writer's answer questions about their characters.

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WRITER'S HAVEN: A place where writers can look at a question and see if their story answers it.

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W^SH: The Who, What, When, Where, Why and How questions to ask yourself when making a story?

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C&C: Questions about the cause and effects in your story.

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Story Review

REDUN-DECTECTOR: A way to detect redundancies in your story

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CHARACTER CHECK: A place writers can use to flesh out their characters and drives.

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SUBPLOT REVIEW: How connected are your subplots?

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TWIST REVEAL: To help writers to further there plot twists to be more unexpected and sensical.

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A BETTER ENDING: A place that offers other resolutions to your story to make it more satisfying.

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PACER TEST: A monitor for your story's pacing.

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Thought Maps

RELATION BUBBLE: A venn-diagram of all your character, organization, and place affiliations.

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IDEA BOARD: A simple board for all the ideas you have and how they tie into your story.

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ARCHIE: A way to track a character's "arc" or the ways they change in the story.

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World Rule Track

SYSTEM BUILDER: If a world is to have a magic system, writers can see inspirations and create a balanced magic system.

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TIMELINE CREATOR: A single line, where writers can put important moments in their story.

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LANDMAKER: A place to organize your countries, continents or towns.

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MAKIN SENSE: A way to ensure your power or magic system makes sense.

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