COMPREHENSIVE STORY FRAMEWORK SYSTEM

- Project Foundation
  - Metadata
    - Title
    - Genre
    - Medium
    - Audience
    - Logline
    - Synopsis
    - Themes
  - Core Elements [Universal Across All Frameworks]
    - Character System
      - Individual Characters
        - Profile
          - Name
          - Role
          - Backstory
          - Description
        - Internal Landscape
          - Psychology
            - Core Wound
              - Origin
              - Impact
              - Resolution Path
            - Beliefs/Values
            - Fears/Desires
            - Motivation
        - External Expression
          - Actions
          - Dialogue Style
          - Relationships
      - Character Development
        - Arc Structure
        - Growth Points
        - Transformations
    - Plot Architecture
      - Main Plot
      - Subplots
      - Scene Structure

```
│       ├── Theme Framework
│       │   ├── Central Theme
│       │   ├── Supporting Themes
│       │   └── Theme Expression
│       └── World Building
│           ├── Physical World
│           ├── Social Systems
│           └── Rules/Laws
│
├── Story Frameworks [Alphabetically Organized]
│   │
│   ├── ARISTOTLE'S DRAMATIC STRUCTURE
│   │   ├── Exposition
│   │   │   ├── Character Introduction
│   │   │   │   ├── Initial State
│   │   │   │   ├── Relationships
│   │   │   │   └── Goals
│   │   │   ├── World Setting
│   │   │   │   ├── Time/Place
│   │   │   │   ├── Social Context
│   │   │   │   └── Rules
│   │   │   └── Conflict Seeds
│   │   │       ├── Internal Tensions
│   │   │       ├── External Threats
│   │   │       └── Thematic Questions
│   │   ├── Rising Action
│   │   │   ├── Conflict Development
│   │   │   │   ├── Initial Challenges
│   │   │   │   ├── Complications
│   │   │   │   └── Stakes Raising
│   │   │   ├── Character Evolution
│   │   │   │   ├── Response to Challenges
│   │   │   │   ├── Relationship Changes
│   │   │   │   └── Internal Growth
│   │   │   └── Tension Building
│   │   │       ├── Pacing
│   │   │       ├── Intensity
│   │   │       └── Anticipation
```

- Climax
  - Peak Moment
    - Main Confrontation
    - Crisis Point
    - Maximum Tension
  - Character Choice
    - Decision Point
    - Action Taken
    - Immediate Impact
  - Theme Crystallization
- Falling Action
  - Conflict Aftermath
    - Immediate Results
    - Chain Reactions
    - New Balance
  - Character Processing
    - Realization
    - Adaptation
    - Change
  - Theme Development
- Catastrophe/Denouement
  - Final Outcome
    - Resolution
    - Consequences
    - New Status Quo
  - Character Fate
    - Final State
    - Relationships
    - Future Path
  - Theme Resolution
    - Message Clear
    - Questions Answered
    - Impact Shown

- DAN HARMON’S STORY CIRCLE
  - You (Comfort Zone)
    - Character Status Quo
      - Daily Life

```
│   │   │   │   ├── Relationships
│   │   │   │   └── Limitations
│   │   │   ├── World Establishment
│   │   │   │   ├── Setting
│   │   │   │   ├── Rules
│   │   │   │   └── Tone
│   │   │   └── Theme Setup
│   │   │       ├── Initial State
│   │   │       ├── Questions Raised
│   │   │       └── Symbols Introduced
│   │   ├── Need
│   │   │   ├── Desire Recognition
│   │   │   │   ├── Want Identified
│   │   │   │   ├── Need Revealed
│   │   │   │   └── Gap Shown
│   │   │   ├── Opportunity Appearance
│   │   │   │   ├── Catalyst
│   │   │   │   ├── Call to Action
│   │   │   │   └── Choice Presented
│   │   │   └── Comfort Disruption
│   │   │       ├── Balance Break
│   │   │       ├── Stakes Intro
│   │   │       └── Pressure Point
│   │   ├── Go
│   │   │   ├── Threshold Crossing
│   │   │   │   ├── Decision Made
│   │   │   │   ├── Action Taken
│   │   │   │   └── Point of No Return
│   │   │   ├── New World Entry
│   │   │   │   ├── Environment Change
│   │   │   │   ├── Rule Changes
│   │   │   │   └── Adaptation Need
│   │   │   └── Initial Challenges
│   │   │       ├── First Tests
│   │   │       ├── Early Failures
│   │   │       └── Learning Moments
│   │   ├── Search
│   │   │   ├── World Navigation
```

Exploration
Discovery
Understanding
Trial Sequence
Challenges
Victories
Setbacks
Adaptation Process
Skill Building
Relationship Growth
Identity Questions
Find
Goal Achievement
Success Moment
Prize Gained
Apparent Victory
Cost Recognition
Price Paid
Losses Counted
Changes Noted
Truth Discovery
Revelation
Understanding
Wisdom Gained
Take
Prize Claiming
Achievement
Possession
Control
Consequence Acceptance
Reality Check
Price Payment
Responsibility
Change Beginning
Transformation Start
Identity Shift
Growth Recognition
Return

```
│   │   │   ├── Journey Back
│   │   │   │   ├── Physical Return
│   │   │   │   ├── Mental Processing
│   │   │   │   └── Emotional Evolution
│   │   │   ├── Integration Challenge
│   │   │   │   ├── Old vs New
│   │   │   │   ├── Adaptation Need
│   │   │   │   └── Balance Search
│   │   │   └── Old World Contrast
│   │   │       ├── Changes Seen
│   │   │       ├── Growth Measured
│   │   │       └── Differences Noted
│   │   └── Change
│   │       ├── Final Transformation
│   │       │   ├── Character Evolution
│   │       │   ├── World Impact
│   │       │   └── Theme Resolution
│   │       ├── World Integration
│   │       │   ├── New Balance
│   │       │   ├── Harmony Found
│   │       │   └── Order Restored
│   │       └── New Normal
│   │           ├── Changed State
│   │           ├── Lessons Applied
│   │           └── Future Path
│   │
│   ├── HERO'S JOURNEY
│   │   ├── Ordinary World
│   │   │   ├── Character Baseline
│   │   │   │   ├── Daily Life
│   │   │   │   ├── Relationships
│   │   │   │   └── Internal State
│   │   │   ├── World Setup
│   │   │   │   ├── Environment
│   │   │   │   ├── Social Structure
│   │   │   │   └── Rules/Limitations
│   │   │   └── Initial Conflicts
│   │   │       ├── Internal Tensions
```

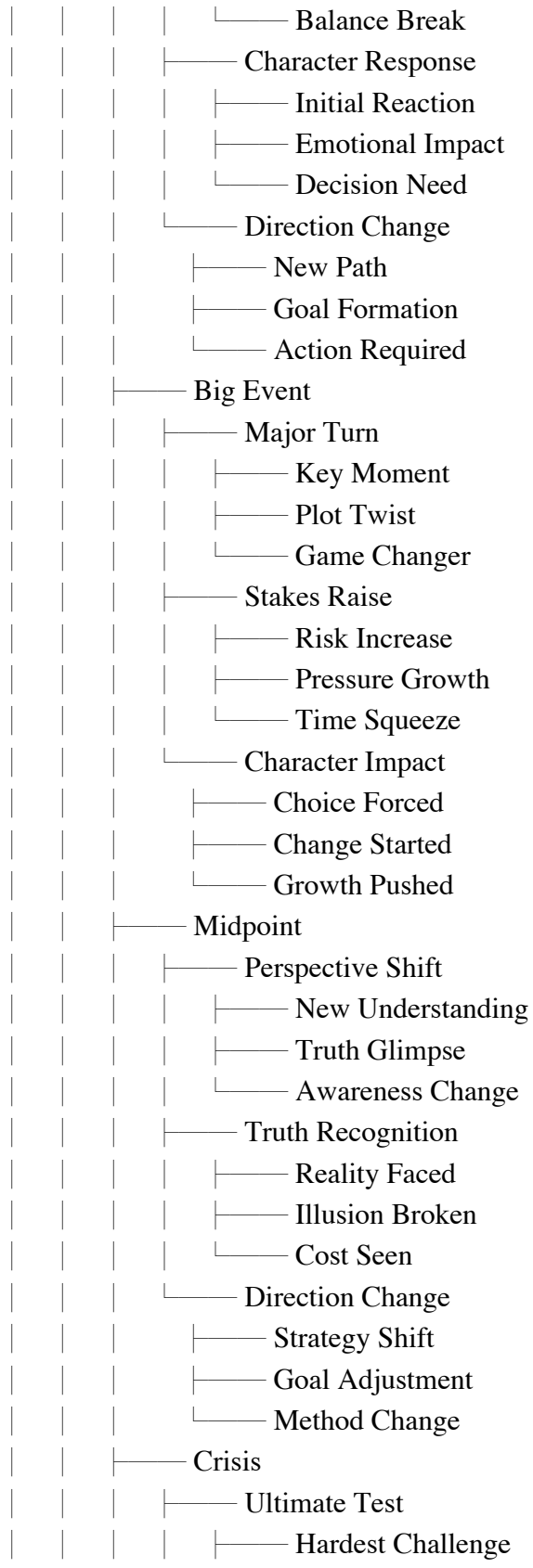
- External Pressures
- Thematic Issues
- Call to Adventure
  - Inciting Event
    - Disruption
    - Opportunity
    - Challenge
  - Stakes Introduction
    - Personal Risk
    - External Risk
    - Potential Reward
  - Opportunity Present
    - Choice Offered
    - Path Revealed
    - Change Possible
- Refusal of Call
  - Internal Resistance
    - Fear Response
    - Doubt
    - Comfort Preference
  - External Obstacles
    - Physical Barriers
    - Social Pressure
    - Practical Issues
  - Stakes Recognition
    - Cost Assessment
    - Risk Evaluation
    - Consequence Understanding
- Meeting the Mentor
  - Guidance Source
    - Mentor Figure
    - Wisdom Source
    - Support System
  - Tool/Knowledge Gain
    - Skills
    - Information
    - Resources
  - Preparation Phase

- Training
- Planning
- Equipment
- Crossing the Threshold
  - World Transition
    - Physical Journey
    - Mental Shift
    - Emotional Change
  - Point of No Return
    - Decision Made
    - Bridge Burned
    - Commitment Sealed
  - Initial Challenge
    - First Test
    - Skill Use
    - Adaptation Required
- Tests, Allies, Enemies
  - Challenge Sequence
    - Physical Tests
    - Mental Tests
    - Emotional Tests
  - Relationship Building
    - Allies Formation
    - Enemy Encounters
    - Loyalty Tests
  - Skill Development
    - Learning
    - Practice
    - Mastery
- Approach to Inmost Cave
  - Final Preparation
    - Plan Review
    - Resource Check
    - Mental Readiness
  - Team Assembly
    - Role Assignment
    - Strategy Formation
    - Unity Building

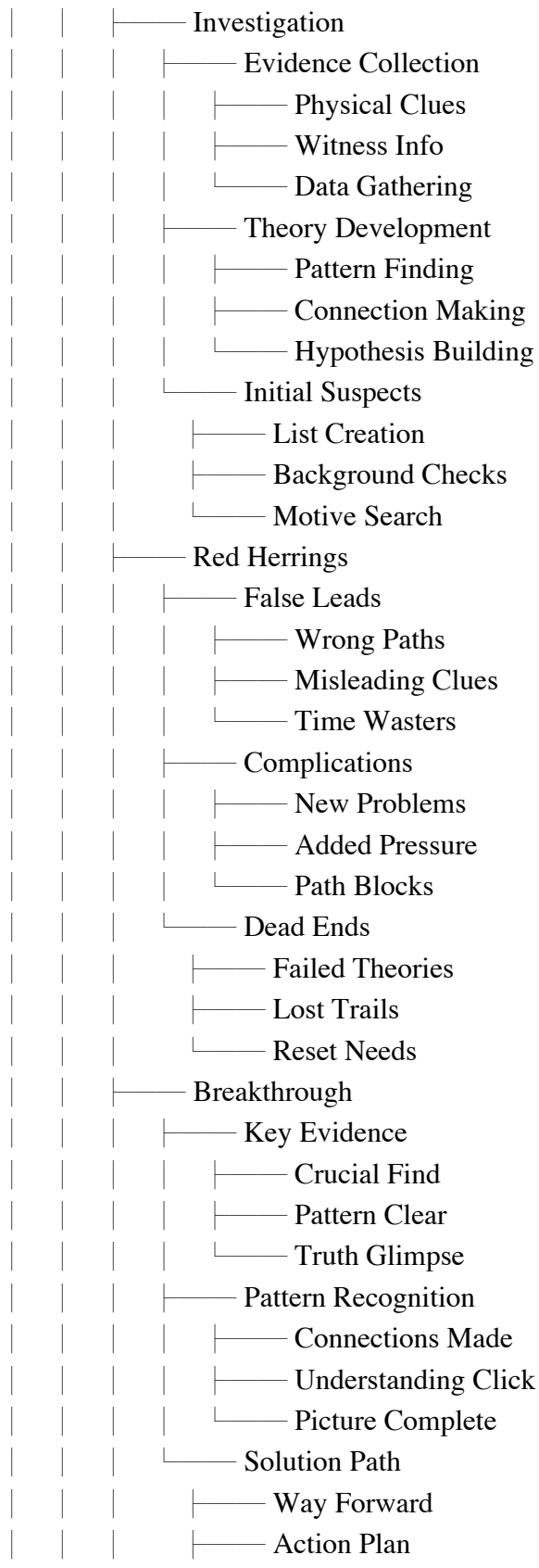
- Plan Formation
  - Strategy Development
  - Resource Allocation
  - Contingency Planning
- Ordeal
  - Central Crisis
    - Major Conflict
    - Ultimate Test
    - Maximum Pressure
  - Death & Rebirth
    - Old Self Death
    - Transformation
    - New Self Birth
  - Major Revelation
    - Truth Discovery
    - Understanding Gained
    - Perspective Shift
- Reward
  - Achievement
    - Goal Reached
    - Prize Obtained
    - Victory Moment
  - New Power/Knowledge
    - Skills Gained
    - Wisdom Acquired
    - Growth Revealed
  - Cost Recognition
    - Sacrifices Made
    - Changes Required
    - Price Paid
- The Road Back
  - Return Decision
    - Choice to Leave
    - Final Tasks
    - Departure Point
  - Chase/Pursuit
    - Final Challenges
    - Escape Needs

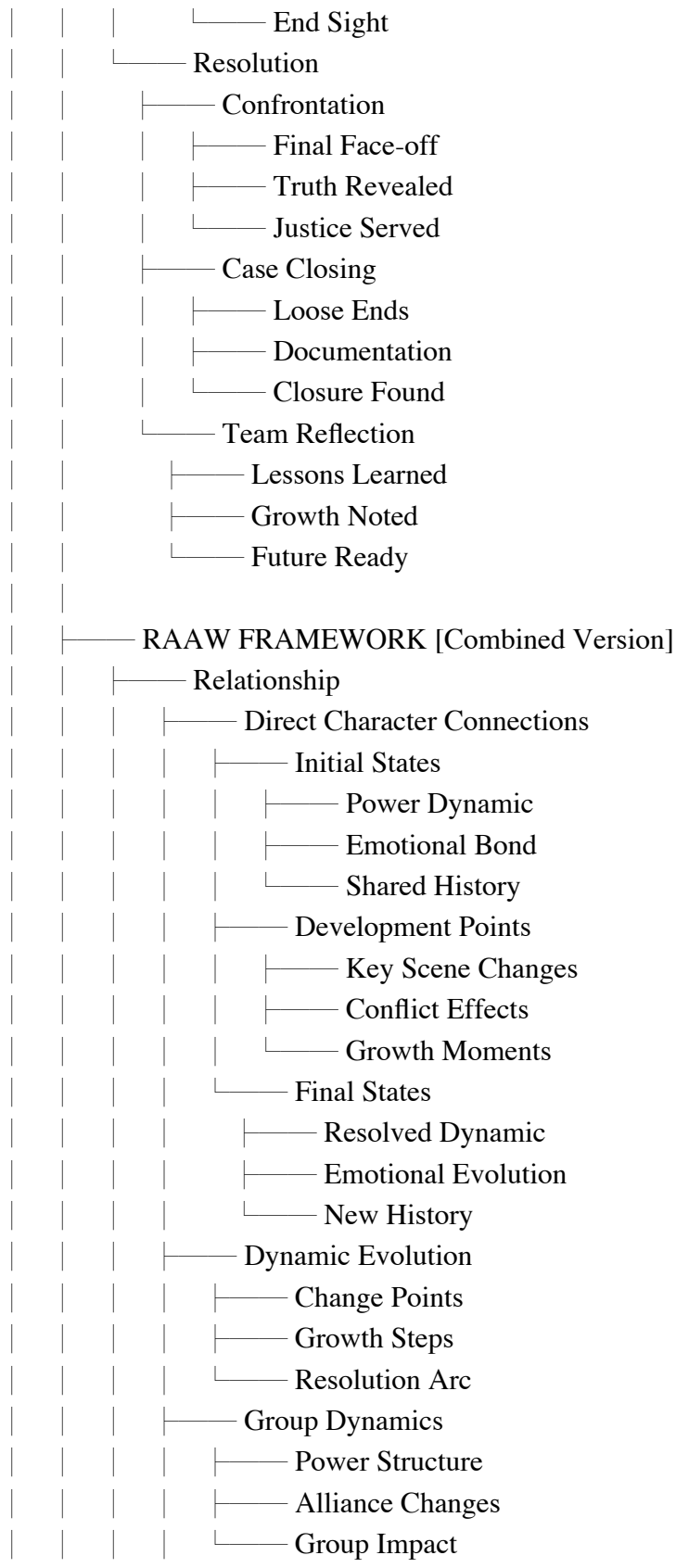
```
│   │   │   │   └── Resistance Forces
│   │   │   └── New Complications
│   │   │       ├── Unexpected Problems
│   │   │       ├── Time Pressure
│   │   │       └── Resource Limits
│   │   ├── Resurrection
│   │   │   ├── Final Test
│   │   │   │   ├── Ultimate Challenge
│   │   │   │   ├── Last Battle
│   │   │   │   └── Final Choice
│   │   │   ├── Ultimate Choice
│   │   │   │   ├── Decision Point
│   │   │   │   ├── Values Test
│   │   │   │   └── Character Proof
│   │   │   └── True Transformation
│   │   │       ├── Complete Change
│   │   │       ├── New Identity
│   │   │       └── Full Growth
│   │   └── Return with Elixir
│   │       ├── World Integration
│   │       │   ├── Knowledge Sharing
│   │       │   ├── Community Impact
│   │       │   └── Change Implementation
│   │       ├── Sharing of Knowledge
│   │       │   ├── Lessons Taught
│   │       │   ├── Wisdom Passed
│   │       │   └── Legacy Created
│   │       └── New Balance
│   │           ├── World Changed
│   │           ├── Order Restored
│   │           └── Future Set
│   │
│   ├── NUTSHELL TECHNIQUE
│   │   ├── Central Dramatic Question
│   │   │   ├── Core Conflict
│   │   │   │   ├── Main Problem
│   │   │   │   ├── Stakes Defined
│   │   │   │   └── Resolution Need
```

```
│   │   │   ├── Stakes Definition
│   │   │   │   ├── Personal Cost
│   │   │   │   ├── External Impact
│   │   │   │   └── Time Pressure
│   │   │   └── Theme Connection
│   │   │       ├── Message Link
│   │   │       ├── Moral Question
│   │   │       └── Universal Truth
│   │   ├── Protagonist's Flaw
│   │   │   ├── Character Weakness
│   │   │   │   ├── Core Problem
│   │   │   │   ├── Limitation
│   │   │   │   └── Fear Source
│   │   │   ├── Internal Obstacle
│   │   │   │   ├── Self-Doubt
│   │   │   │   ├── False Belief
│   │   │   │   └── Emotional Block
│   │   │   └── Growth Potential
│   │   │       ├── Learning Path
│   │   │       ├── Change Possibility
│   │   │       └── Strength Hidden
│   │   ├── Setup
│   │   │   ├── World Introduction
│   │   │   │   ├── Environment
│   │   │   │   ├── Rules
│   │   │   │   └── Context
│   │   │   ├── Character State
│   │   │   │   ├── Starting Point
│   │   │   │   ├── Relationships
│   │   │   │   └── Daily Life
│   │   │   └── Initial Balance
│   │   │       ├── Status Quo
│   │   │       ├── Comfort Zone
│   │   │       └── Hidden Problems
│   │   ├── Catalyst
│   │   │   ├── Disrupting Event
│   │   │   │   ├── Incident
│   │   │   │   ├── Change Force
```

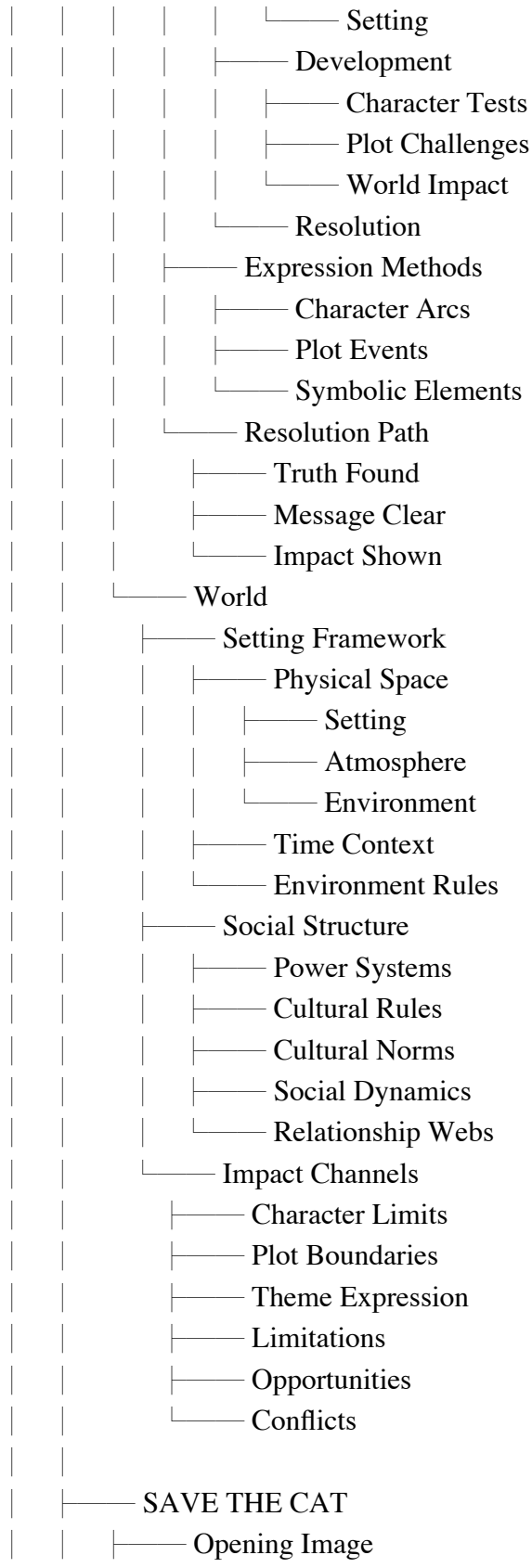

Balance Break
Character Response
Initial Reaction
Emotional Impact
Decision Need
Direction Change
New Path
Goal Formation
Action Required
Big Event
Major Turn
Key Moment
Plot Twist
Game Changer
Stakes Raise
Risk Increase
Pressure Growth
Time Squeeze
Character Impact
Choice Forced
Change Started
Growth Pushed
Midpoint
Perspective Shift
New Understanding
Truth Glimpse
Awareness Change
Truth Recognition
Reality Faced
Illusion Broken
Cost Seen
Direction Change
Strategy Shift
Goal Adjustment
Method Change
Crisis
Ultimate Test
Hardest Challenge

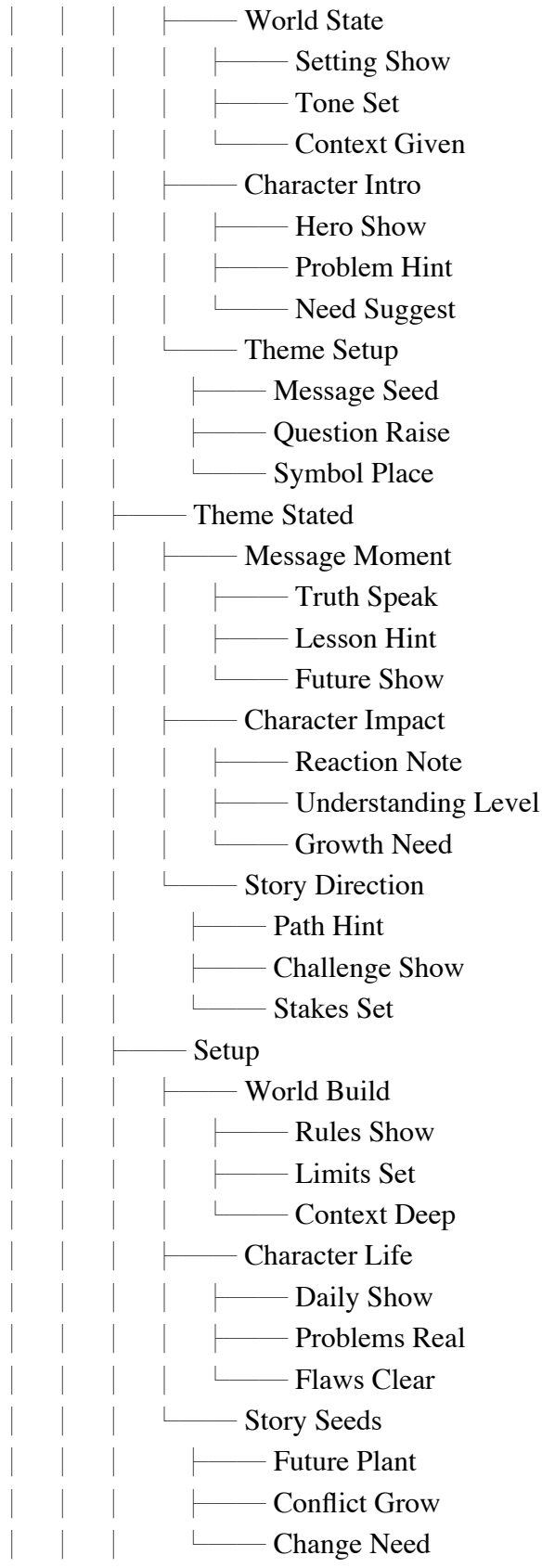
```
│   │   │   │   ├── Final Battle
│   │   │   │   └── Maximum Pressure
│   │   │   ├── Character Choice
│   │   │   │   ├── Key Decision
│   │   │   │   ├── Value Test
│   │   │   │   └── Growth Moment
│   │   │   └── Theme Challenge
│   │   │       ├── Message Test
│   │   │       ├── Truth Confronted
│   │   │       └── Meaning Found
│   │   └── Climax
│   │       ├── Final Battle
│   │       │   ├── Ultimate Conflict
│   │       │   ├── Resolution Fight
│   │       │   └── Victory/Loss
│   │       ├── Character Growth
│   │       │   ├── Change Complete
│   │       │   ├── Lesson Learned
│   │       │   └── Transformation Done
│   │       └── Question Answer
│   │           ├── Problem Solved
│   │           ├── Truth Revealed
│   │           └── Message Shown
│   │
│   ├── PROCEDURAL FRAMEWORK
│   │   ├── Case Introduction
│   │   │   ├── Hook/Crime
│   │   │   │   ├── Initial Event
│   │   │   │   ├── Problem Setup
│   │   │   │   └── Stakes Clear
│   │   │   ├── Initial Information
│   │   │   │   ├── Known Facts
│   │   │   │   ├── Early Clues
│   │   │   │   └── First Leads
│   │   │   └── Team Assembly
│   │   │       ├── Expert Gathering
│   │   │       ├── Role Assignment
│   │   │       └── Plan Start
```

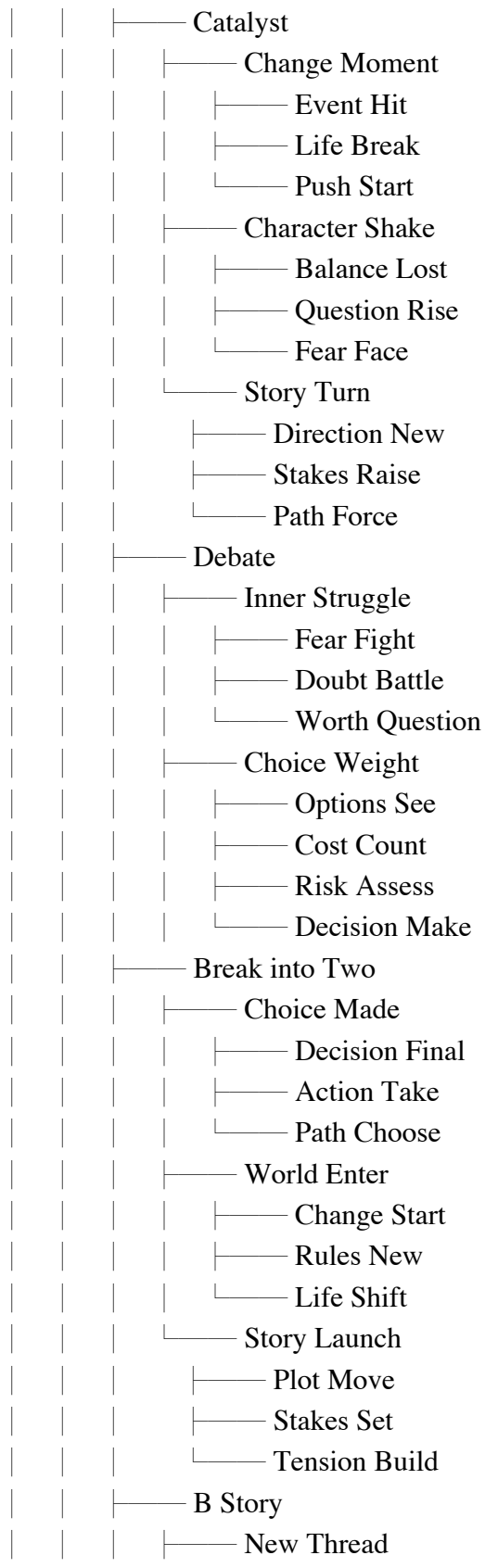

Investigation
Evidence Collection
Physical Clues
Witness Info
Data Gathering
Theory Development
Pattern Finding
Connection Making
Hypothesis Building
Initial Suspects
List Creation
Background Checks
Motive Search
Red Herrings
False Leads
Wrong Paths
Misleading Clues
Time Wasters
Complications
New Problems
Added Pressure
Path Blocks
Dead Ends
Failed Theories
Lost Trails
Reset Needs
Breakthrough
Key Evidence
Crucial Find
Pattern Clear
Truth Glimpse
Pattern Recognition
Connections Made
Understanding Click
Picture Complete
Solution Path
Way Forward
Action Plan

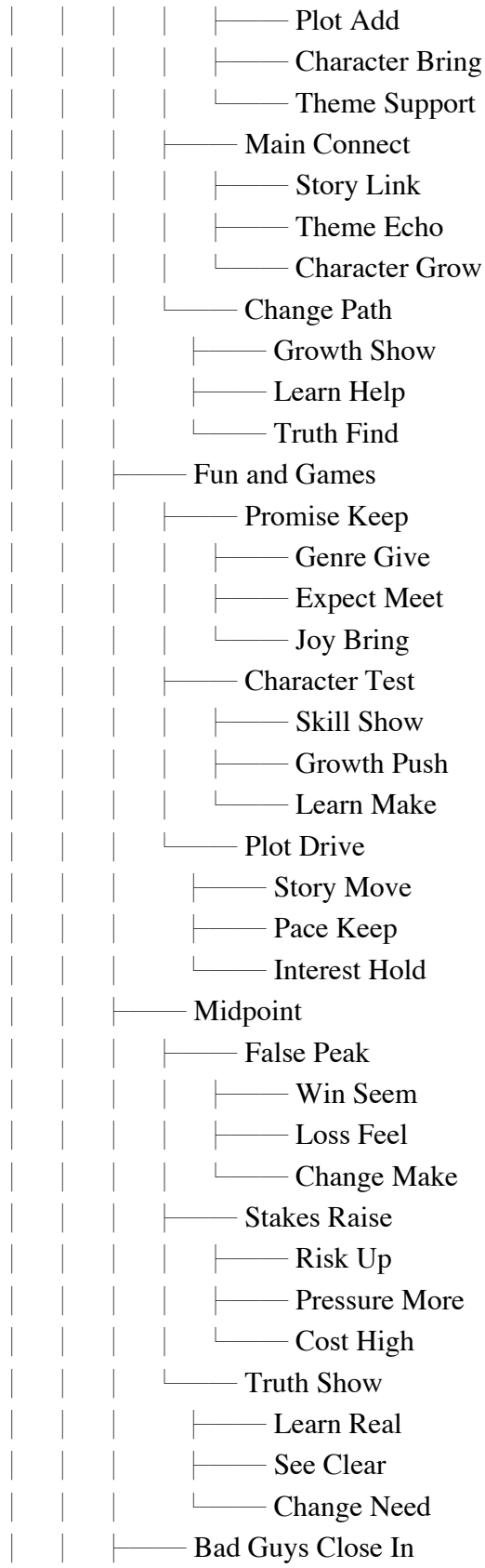

End Sight
Resolution
Confrontation
Final Face-off
Truth Revealed
Justice Served
Case Closing
Loose Ends
Documentation
Closure Found
Team Reflection
Lessons Learned
Growth Noted
Future Ready
RAAW FRAMEWORK [Combined Version]
Relationship
Direct Character Connections
Initial States
Power Dynamic
Emotional Bond
Shared History
Development Points
Key Scene Changes
Conflict Effects
Growth Moments
Final States
Resolved Dynamic
Emotional Evolution
New History
Dynamic Evolution
Change Points
Growth Steps
Resolution Arc
Group Dynamics
Power Structure
Alliance Changes
Group Impact

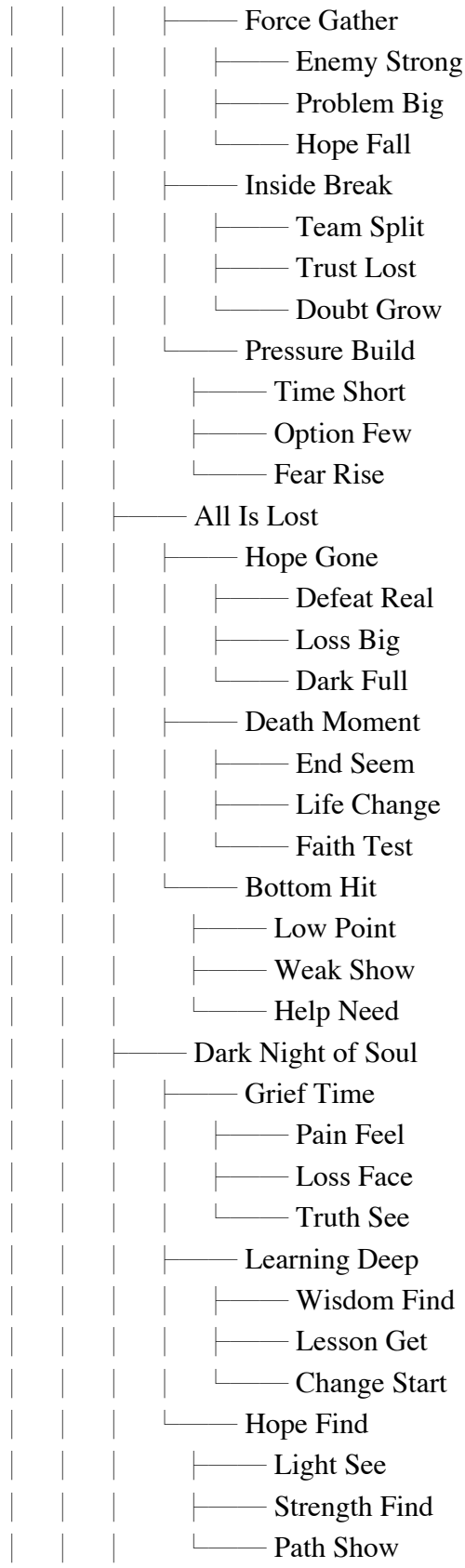
```
│   │   │   └── Impact Assessment
│   │   │       ├── Plot Influence
│   │   │       ├── Character Growth
│   │   │       └── Theme Support
│   │   ├── Action
│   │   │   ├── Plot Movement
│   │   │   │   ├── Event Chain
│   │   │   │   ├── Cause-Effect
│   │   │   │   └── Resolution Path
│   │   │   ├── Main Conflict
│   │   │   │   ├── Setup
│   │   │   │   ├── Escalation
│   │   │   │   └── Resolution
│   │   │   ├── Conflict Development
│   │   │   │   ├── Internal Struggles
│   │   │   │   ├── External Battles
│   │   │   │   └── Resolution Steps
│   │   │   ├── Supporting Conflicts
│   │   │   │   ├── Challenges
│   │   │   │   ├── Obstacles
│   │   │   │   └── Solutions
│   │   │   ├── Scene Structure
│   │   │   │   ├── Physical Events
│   │   │   │   ├── Emotional Beats
│   │   │   │   └── Theme Moments
│   │   │   └── Change Process
│   │   │       ├── Character Evolution
│   │   │       ├── World Impact
│   │   │       └── Theme Expression
│   │   ├── About (Theme)
│   │   │   ├── Core Message
│   │   │   │   ├── Central Idea
│   │   │   │   ├── Truth Explored
│   │   │   │   └── Meaning Sought
│   │   │   ├── Core Theme Development
│   │   │   │   ├── Introduction
│   │   │   │   │   ├── Symbols
│   │   │   │   │   ├── Dialogue
```

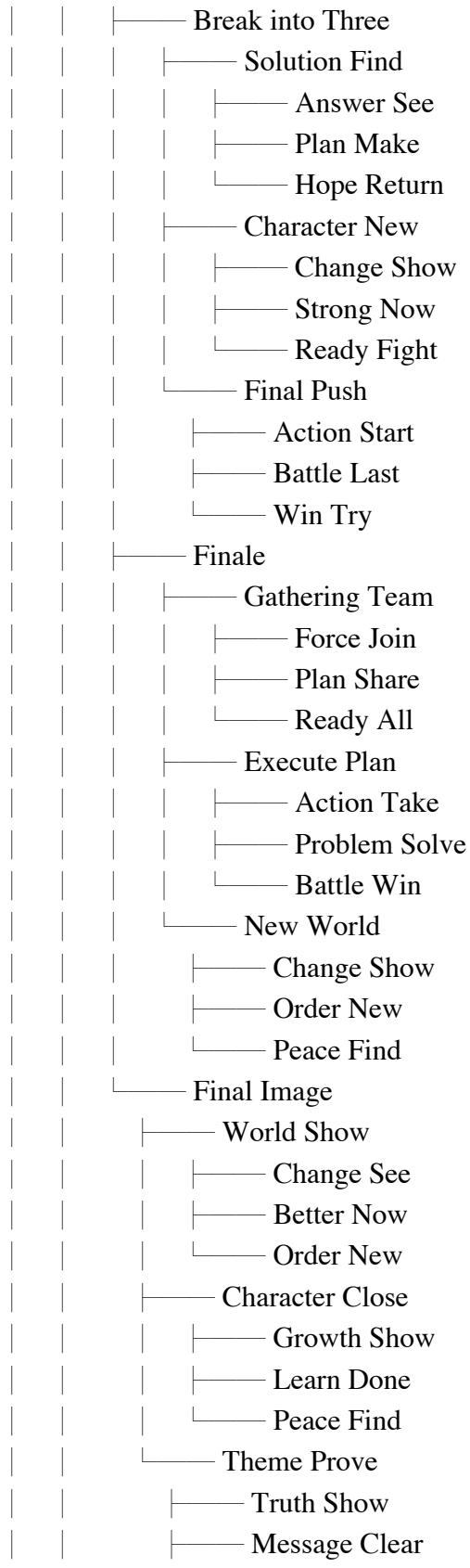

Setting
Development
Character Tests
Plot Challenges
World Impact
Resolution
Expression Methods
Character Arcs
Plot Events
Symbolic Elements
Resolution Path
Truth Found
Message Clear
Impact Shown
World
Setting Framework
Physical Space
Setting
Atmosphere
Environment
Time Context
Environment Rules
Social Structure
Power Systems
Cultural Rules
Cultural Norms
Social Dynamics
Relationship Webs
Impact Channels
Character Limits
Plot Boundaries
Theme Expression
Limitations
Opportunities
Conflicts
SAVE THE CAT
Opening Image


World State
Setting Show
Tone Set
Context Given
Character Intro
Hero Show
Problem Hint
Need Suggest
Theme Setup
Message Seed
Question Raise
Symbol Place
Theme Stated
Message Moment
Truth Speak
Lesson Hint
Future Show
Character Impact
Reaction Note
Understanding Level
Growth Need
Story Direction
Path Hint
Challenge Show
Stakes Set
Setup
World Build
Rules Show
Limits Set
Context Deep
Character Life
Daily Show
Problems Real
Flaws Clear
Story Seeds
Future Plant
Conflict Grow
Change Need


Catalyst
Change Moment
Event Hit
Life Break
Push Start
Character Shake
Balance Lost
Question Rise
Fear Face
Story Turn
Direction New
Stakes Raise
Path Force
Debate
Inner Struggle
Fear Fight
Doubt Battle
Worth Question
Choice Weight
Options See
Cost Count
Risk Assess
Decision Make
Break into Two
Choice Made
Decision Final
Action Take
Path Choose
World Enter
Change Start
Rules New
Life Shift
Story Launch
Plot Move
Stakes Set
Tension Build
B Story
New Thread


Plot Add
Character Bring
Theme Support
Main Connect
Story Link
Theme Echo
Character Grow
Change Path
Growth Show
Learn Help
Truth Find
Fun and Games
Promise Keep
Genre Give
Expect Meet
Joy Bring
Character Test
Skill Show
Growth Push
Learn Make
Plot Drive
Story Move
Pace Keep
Interest Hold
Midpoint
False Peak
Win Seem
Loss Feel
Change Make
Stakes Raise
Risk Up
Pressure More
Cost High
Truth Show
Learn Real
See Clear
Change Need
Bad Guys Close In


Force Gather
Enemy Strong
Problem Big
Hope Fall
Inside Break
Team Split
Trust Lost
Doubt Grow
Pressure Build
Time Short
Option Few
Fear Rise
All Is Lost
Hope Gone
Defeat Real
Loss Big
Dark Full
Death Moment
End Seem
Life Change
Faith Test
Bottom Hit
Low Point
Weak Show
Help Need
Dark Night of Soul
Grief Time
Pain Feel
Loss Face
Truth See
Learning Deep
Wisdom Find
Lesson Get
Change Start
Hope Find
Light See
Strength Find
Path Show


Break into Three
Solution Find
Answer See
Plan Make
Hope Return
Character New
Change Show
Strong Now
Ready Fight
Final Push
Action Start
Battle Last
Win Try
Finale
Gathering Team
Force Join
Plan Share
Ready All
Execute Plan
Action Take
Problem Solve
Battle Win
New World
Change Show
Order New
Peace Find
Final Image
World Show
Change See
Better Now
Order New
Character Close
Growth Show
Learn Done
Peace Find
Theme Prove
Truth Show
Message Clear

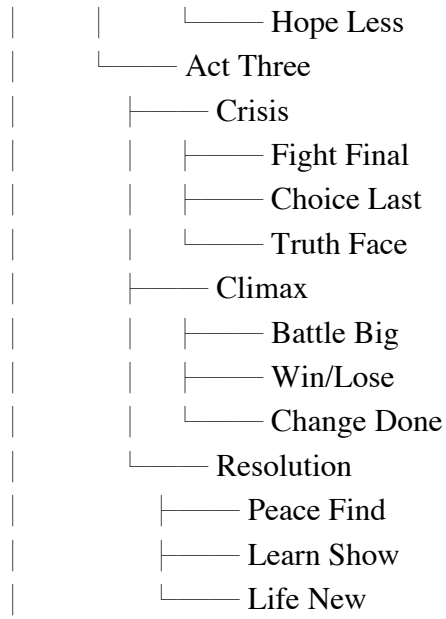
- Meaning Give

- SEQUENCE APPROACH
  - Sequence 1: Setup
    - World Show
    - Character Bring
    - Problem Start
  - Sequence 2: Problem
    - Issue Clear
    - Stakes Show
    - Action Need
  - Sequence 3: Obstacle
    - Block First
    - Fight Start
    - Learn Need
  - Sequence 4: Stakes Up
    - Risk More
    - Price High
    - Pressure Add
  - Sequence 5: Middle Point
    - Turn Big
    - Truth Show
    - Change Force
  - Sequence 6: Hard Times
    - Problem More
    - Cost High
    - Hope Less
  - Sequence 7: Final Try
    - Plan Last
    - Force All
    - Fight End
  - Sequence 8: New Life
    - Win Show
    - Change Done
    - Peace Find

- SITCOM FRAMEWORK
  - Teaser/Cold Open

```
│   │   │   ├── Hook Fast
│   │   │   ├── Laugh Quick
│   │   │   └── Setup Start
│   │   ├── Act One
│   │   │   ├── Problem Show
│   │   │   ├── Stakes Set
│   │   │   └── Try First
│   │   ├── Act Two
│   │   │   ├── Problem Worse
│   │   │   ├── Try More
│   │   │   └── Fail Big
│   │   └── Act Three
│   │       ├── Fix Try
│   │       ├── Learn Done
│   │       └── End Fun
│   │
│   ├── STORY SPINE
│   │   ├── Once upon a time...
│   │   │   ├── World Build
│   │   │   ├── Hero Show
│   │   │   └── Life Normal
│   │   ├── Every day...
│   │   │   ├── Routine Show
│   │   │   ├── Pattern Set
│   │   │   └── Balance Have
│   │   ├── Until one day...
│   │   │   ├── Change Come
│   │   │   ├── Break Happen
│   │   │   └── Push Start
│   │   ├── Because of that...
│   │   │   ├── Effect Show
│   │   │   ├── Action Force
│   │   │   └── Move Need
│   │   ├── Because of that... (repeat)
│   │   │   ├── More Change
│   │   │   ├── More Effect
│   │   │   └── More Action
│   │   ├── Until finally...
```

```
│   │   │   ├── Peak Hit
│   │   │   ├── Choice Make
│   │   │   └── Change Big
│   │   └── Ever since then...
│   │       ├── New Life
│   │       ├── Learn Show
│   │       └── Peace Find
│   │
│   └── THREE-ACT STRUCTURE
│       ├── Act One
│       │   ├── Setup
│       │   │   ├── World Show
│       │   │   ├── Hero Bring
│       │   │   └── Life Normal
│       │   ├── Catalyst
│       │   │   ├── Change Start
│       │   │   ├── Break Come
│       │   │   └── Push Begin
│       │   └── Choice Point
│       │       ├── Decision Need
│       │       ├── Stakes Show
│       │       └── Path Choose
│       ├── Act Two
│       │   ├── New Situation
│       │   │   ├── World Change
│       │   │   ├── Rule New
│       │   │   └── Challenge Face
│       │   ├── Rising Action
│       │   │   ├── Problem Grow
│       │   │   ├── Pressure Up
│       │   │   └── Stakes Higher
│       │   ├── Midpoint
│       │   │   ├── Turn Major
│       │   │   ├── Truth Show
│       │   │   └── Change Force
│       │   └── Complications
│       │       ├── Problem Worse
│       │       ├── Option Few
```


Hope Less
Act Three
Crisis
Fight Final
Choice Last
Truth Face
Climax
Battle Big
Win/Lose
Change Done
Resolution
Peace Find
Learn Show
Life New