

- Daemon
- In-progress
- Finished
- Fresh
- Current

Active Goals

Seed new story

Set up main conflict

► **Create protagonist**

...

Construct story

Scan unfinished

Fill in subplot A

Generate scene 1

...

Check consistency

...

Manage choices

...

Current Story

```
state(beginning, sleeping(princess)).
state(beginning, has(princess, necklace)).
action(beginning, steal(sorcerer, necklace)).
state(after(beginning), has(sorcerer, necklace)).
...
state(end, dead(sorcerer)).
state(end, has(princess, necklace)).
...
```

Current Plan

```
...
[ protagonist(prince) ] :-
    actor(princess), subplot_victim(princess).
...
0 [ add_protagonist(P) ] 1 :- protagonist(P).
:- 2 [ add_protagonist(_) ].
```

Plan Results

```
...
add_protagonist(prince).
spawn_goal(involve_protagonist).
...
```