

The 3 Things You Must Learn to Write Killer Stories by John D. Brown

<i>The 3 Things</i> • An _____ • Basic knowledge of _____ • Techniques to generate _____	
<i>What A Story Is</i> • What it _____ • 3 big reader _____ • Think _____	
<i>The Story Engine</i> • Trigger & _____ • The Big Trigger ○ Interesting _____ ○ Something _____ to gain/retain ○ Triggered by _____ that's presented in the inciting _____ ○ Formidable _____	Story happens when you have an account of the _____ to _____ or _____ something specific with something _____ and _____, high enough _____, resonates with the _____, and delivers _____ of ride.

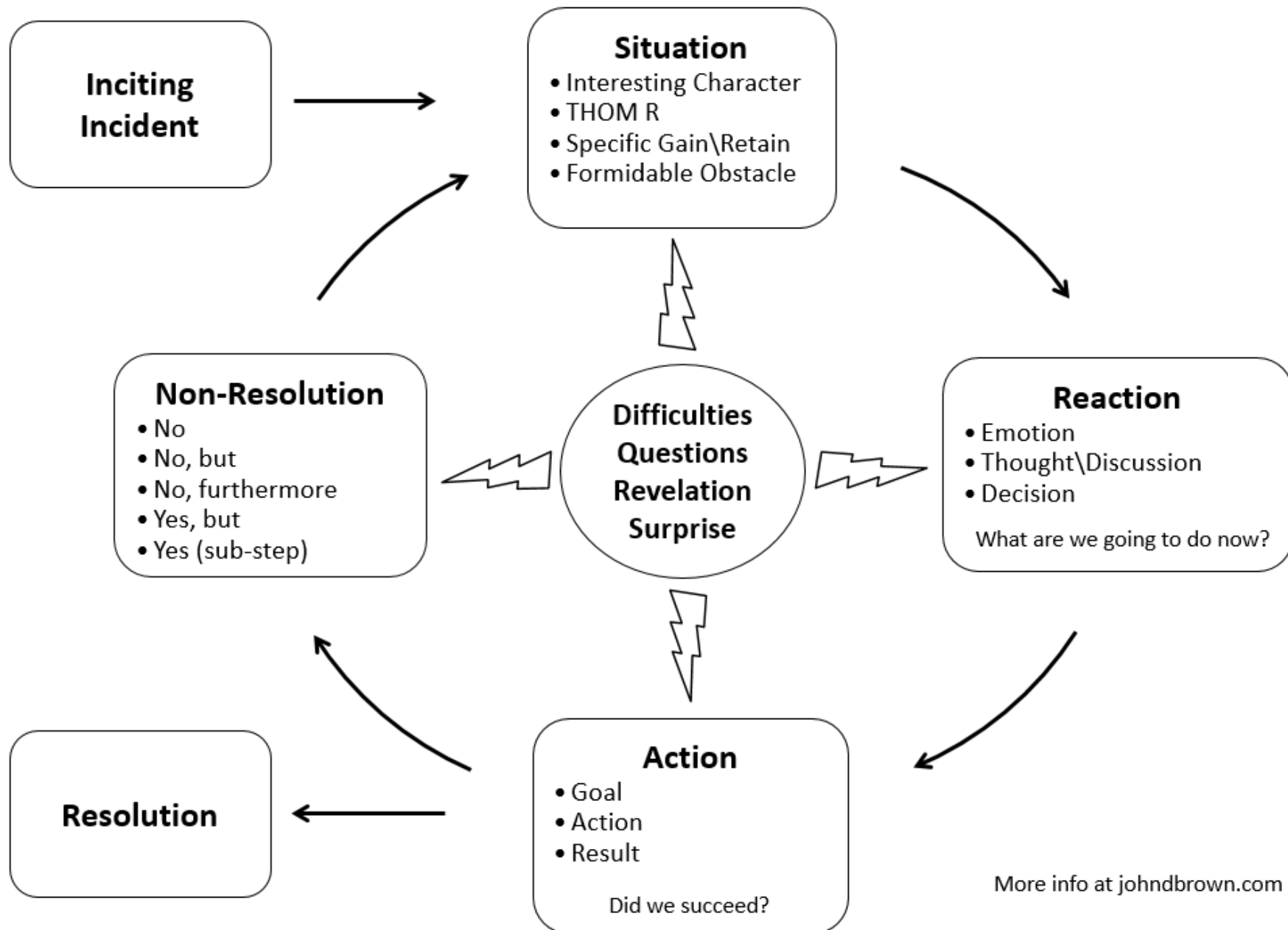
An Interesting Character

- Power
 - Sheer physical strength
 - Wealth
 - High social status
 - Position of authority
 - Influence on others
 - Ability, expertise
- Uncommon
 - Larger than life
 - Eccentric
 - Quirky
- Wish-fulfillment
 - Doing what we'd want to do
 - Has what we'd want to have
 - Ability we want to have
 - Beautiful, handsome
- Other
 - Funny
 - Admirable
 - Has a life, something going on, hope or dream
- In a situation (THOMR)

Making the Task Difficult

- Conflict
 - Antagonist
 - Others
 - Things
 - Self
- Obstacles
 - Physical environment
 - Cultural environment
 - Objects
 - Lack (knowledge, skills, resource, ability)
- Pressures
 - Underdog
 - Stakes
 - Time

What Comes Next: The Story Cycle



<i>Principles for story development</i> • Make enough _____ • Practice farmer's _____ • Follow _____ zing • _____ around, have fun	
<i>Some first objectives</i> • Genre • _____ things for this type of story • The big _____ • A twist that's _____ and _____	
<i>Generation techniques</i> • Question & _____ • List & _____ • Gather _____ • Zing _____ • Sketch Then _____	
<i>Your Next Step</i>	1. Identify 10 minutes for a sprint today 2. Look at your story, ID a few things you need to develop, then select one to generate ideas for 3. Sketch some fun options using one of the techniques