Review of Story Structure

I. The Set-Up or Introduction

Elements Required

Characters: Who is the main character (protagonist)? Who are other important characters? How are their personalities developed?

Setting: Where and when does the story occur?

Atmosphere: What details make a place or setting seem inviting, rustic, exciting, comfortable?

Mood: What feeling or emotion is depicted – happy? scary? angry?

New Condition or Initial Incident: An action, event, or situation forced on the character(s). Example: a new character; a sudden change in routine. Not all new conditions are problems or conflicts.

II. The Conflict

Conflict arises when the main character is put in a new situation and is forced to react. There must be at least two *opposing forces* present in a story for conflict to occur. Examples of opposing forces are protagonists and *antagonists*.

These unprepared *reactions* to **conflict** create **rising action**, and events following these reactions "build" towards the **climax** of the story. The story becomes more exciting or suspenseful, or the tension between the protagonist and antagonist increases.

Climax is the most exciting or interesting part of the story because the events causing rising action in the story reach a peak where the conflict must either be resolved or it will continue to heighten and get worse.

III. The Resolution/Dénouement

Resolution of the conflict occurs, either temporarily or permanently, when loose ends of the story are addressed.

Tensions in the story return to normal or calm down (stasis).

Change: Conflict has been resolved either drastically (most characters will never be the same) or superficially (main character has changed).