

**Project:** 

Predicament (main source of tension):

Protagonist (chief agent of change):

#### 1. HOOK (orientation): an imperfect world

Use tension (thrills and threats) to introduce the protagonist's world, values, and problems.

# 2. **DARE** (provocation): a fresh challenge

Stage the event that will create or reveal the predicament, then motivate the protagonist to do something about it.

### 3. QUEST (investigation): a perilous venture

Force the protagonist to get smarter and stronger as the predicament gets bigger and thornier.

# 4. SHOCK (revelation): a rude awakening

Stage the stunning event that will deepen the protagonist's understanding of the predicament.

### 5. **FIGHT** (confrontation): a decisive battle

During the climactic power struggle, let the protagonist make the desperate decision that will end the predicament.

### 6. PRIZE (destination): a new normal

Show how the predicament has changed the protagonist's world, values, or problems.