
















INTERACTION TRACKER | PLOT & CHARACTER

LITERATURE

 <p>The beginning slowly reveals <i>who</i> is doing <i>what</i> and <i>where</i>. Relevant and important past events may also be included.</p> <p>Details describe the character's physical appearance and mannerisms relevant to the upcoming conflict.</p> 	<p>The character's usual or "default" personality is established.</p> <p>Insights into his relationships and reputations are revealed.</p> 	<p>The character's backstory reveals goals, hopes, motivations, motives, desires, needs, etc.</p> 
 <p>An obstacle, danger, or situation reveals itself.</p> <p>Conflict arises because of a character's flaws, fears, anxieties, weaknesses, or vulnerabilities.</p> 	 <p>Each scene or small moment adds a complication or obstacle.</p> <p>Each attempt to solve the problem reveals reactions that may affect the character's optimism and outlook.</p> 	 <p>Reveals more about the character's values.</p> <p>Exposes more character weaknesses.</p> <p>Exposes more character strengths.</p> 
 <p>The plot continues with more complicated events and/or difficult decisions.</p> <p>The risk and fear of failing increases.</p> <p>Shows the character making the wrong decision(s) and/or reluctant to make a difficult decision.</p> 	 <p>Events force the character to make a hard choice or difficult decision.</p> <p>May include last-minute information or an unexpected twist.</p> <p>The character is in crisis.</p> <p>The reader learns what the character is willing to risk.</p> <p>The character is forced to make a decision. He may receive outside help or take someone's advice.</p> 	 <p>The "right" answer or solution is revealed.</p> <p>Includes the final scenes, events, and actions.</p> <p>The character experiences success/joy, demonstrates empathy, or reaches acceptance (apologies, punishment, death).</p> <p>The character reflects and discovers more about himself.</p> 