

PLOT STORY ELEMENTS

A GREAT STORY IS MADE UP OF A COLLECTION OF GREAT SCENES STRUCTURED IN A COMPELLING ORDER. USE THE STORY ELEMENTS.

SCENE NAME

Having a scene name will help you determine the purpose of the scene, keep track of your outline, and quickly find scenes you want to work on.

STORY ARC

The story arc has been around for over 2,000 years. It's a proven form that keeps readers engaged, but it's not about being formulaic: the story and the imagination behind it are unique to you.

PURPOSE

There must always be a reason why any given scene exists in your story.

SCENE OPENING TYPE

Avoid boring your reader by starting each scene the same way.

SCENE CLOSING TYPE

Avoid boring your reader by starting each scene the same way.

ANCHORED

Leaving your reader adrift is never a good idea.

ENTRY HOOK

Grabbing the reader's attention with a great scene hook will keep them reading your story.

EXIT HOOK

Leave your reader wanting more — and they'll start the next chapter!.

TENSION

To build a series of intense moments and make readers feel they are living the experience, there must be tension in every scene.

CONFLICT

Conflict is the action that is actually happening in a scene.

REVELATION

Whenever a character learns new information, they should make a decision or change their course of action.

BACKSTORY

Backstory is the story that happens before your novel begins.

FLASHBACK

A flashback takes the reader from the current time to a previous time.

SCENE MIDDLE

The middle must drive the plot forward, develop characters, or create tension.

CLIMAX

The climax must happen in act III of a scene.

ACTION / SEQUEL

An action scene is where something happens. A sequel scene is where a character reacts to action..

READER KNOWLEDGE GAINED

Key events reader learns.