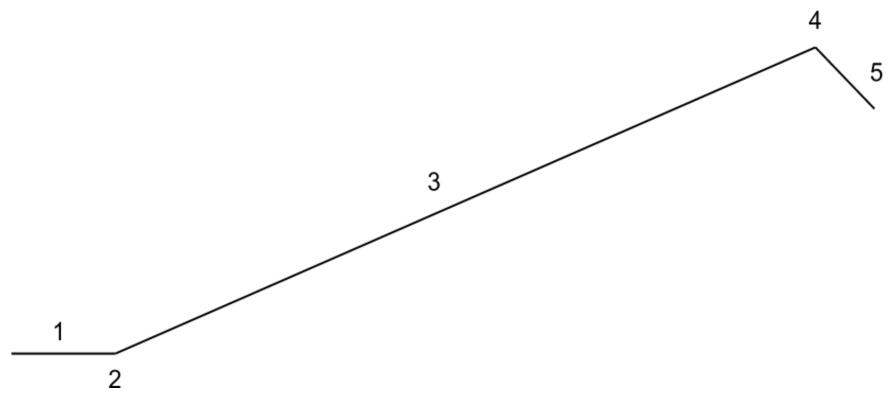
#### **Plot Structure**



# 1 - Beginning

- introduce characters
- show "normal life"
- What do we need to know for the rest of the story to make sense?

#### 2 - Inciting Incident

- Problem kicks off the story

## 3 - Rising Action

- problem gets a little bigger 2 or 3 times

## 4 - Climax

problem resolved (we find out how it works out)

#### 5 - Ending

show return to life afterwards (result/consequences)