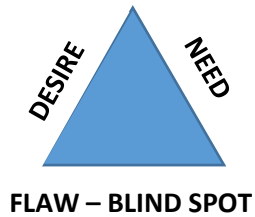


THREE-ACT STORY MODEL

ACT 1 (Normal World)

The **protagonist** is the hero/heroine because s/he makes the most significant decisions in the story.
The story is driven by the protagonist's **desire**, but **needs** to overcome **character flaw** to achieve overall goal.



Inciting Incident/ opening crisis

Act 1 Climax

Act 1 Turn:
no going back, the protagonist commits, the main dramatic question forms

Protagonist faces tests, meets allies and enemies

↑
Passes physical test, but fails to overcome flaw

Midpoint:
Can involve a self-worth or exposition scene

⌚
Clock ticking faster

Act 2 Climax:
Everything looking good

↔
Time out for a self-worth scene

ACT 3 (Changed Normal World/New World)

Act 3 Climax

↑
Faces greatest fear/ biggest test

One final unexpected challenge

Resolution

Main dramatic question answered

←-----
FAILING CHARACTER TESTS

←-----
PASSING CHARACTER TESTS

←-----
SHOWS S/HE HAS OVERCOME CHARACTER FLAW

Low Point (all looks lost) at the **Act 2 Turn**

Act 1 introduces the protagonist who is initially **reluctant** to enter the new world. The **romantic interest** is often introduced in Act 1, but can be delayed until Act 2. Other Act 1 characters can include a **best friend** (a foil or antagonist for the protagonist), a **mentor**, and of course a **nemesis** ('bad guy').