

## **ON PLOT STRUCTURE**

*Watch This:*

<https://www.youtube.com/watch?v=54l835una7A>

Below you will find the outline that I have developed based on this YouTube class and other sources. I have marked my outline by acts and by percentages. I have also color-coded the text into the three acts. When I work, I type my outline into the color-coded sections. Sometimes I find that I need to move some outline from one act to another, thus thwarting my color coding, but even that helps by showing me where foreign chunks of outline came from.

Remember that the milestones in the outline section are only guidelines—not rules—of what should be happening at each point in a story. Don't get hung up on following them exactly, trying to check off each item within the designated percentile. Instead, just use them as guidance. For example, you don't need to have your whole world built out in the first ten percent, but you shouldn't devote the first half of your story to it either. For an excellent walkthrough of the process, watch the linked YouTube video above.

In addition to the outline, I have added a few things to help me fully build a story. For example, in the "Info Out" section, I keep brief descriptions of things that I know I need to tell the reader about but I'm not sure when or where to do it yet. As a SciFi writer, that happens a lot. There are also sections for title brainstorming, character names, and the prose of the story you will eventually write.

I hope you find this helpful.

*(Below, I have put my explanations of my individual sections in parenthesis and purple italicized text like this.)*

Your Name  
Your Address  
YourEmail@???.com  
www.?????.com (← Publishers want this)

0,000 Words

**TITLES:**

*(Story Title Brainstorming)*

[  
*(This is where I write the story after I have it plotted. The brackets protect the prose formatting from all the weird fonts and highlights around it. As long as I am between these brackets, I know I am in the right font, except now I have this purple text in here, of course.)*  
]

**CHARACTERS**

*(List of Character Names and anything I needed to remember about each)*

{INFO OUT:

*(Things I need to remember to tell the reader but I don't know where in the story I will tell them)*

:INFO OUT}

*(The following is a summary of the three-act structure overlaying the rising action structure. These are guidelines—not rules—of what should be happening at each point in a story.)*

**ACT I**

00%-NEED

---WORLD BUILDING

---CHARACTER DEVELOPMENT

10%-OPPORTUNITY

---NEW SITUATION

---PLAN

---FIRST ACTION

**ACT I**

**ACT II**

25%-MONKEY WRENCH

---ACTIONS/DRIVE

---ALLY CONFLICT

---REVELATIONS BEGIN

50%-NO TURNING BACK  
---OBSESSION  
---COMPLICATIONS  
---REVELATIONS END

## **ACT II**

## **ACT III**

75%-ALL SEEMS LOST  
---GIVES IT ALL

90%-CLIMAX  
---FINAL BATTLE  
---MORAL DECISION/REVELATION  
---THEMATIC REVELATION

100%-AFTERMATH

## **ACT III**

*(Happy Writing!)*