# How to Build An Awesome Story
AKA Storyboarding

Step 1

At the beginning of every story, your main character needs a goal. It can be as simple as passing a chemistry test or getting a boy to like them, or as complex as saving the world from evil squirrel warlords

Step 2
Conflict

Next, someone or something needs to get in the way of your main character achieving their goal. This could be a person, (an evil wizard or the mean girl two desks over) an animal (rabid rabbits), or some kind of natural disaster (a tornado, lightening storm, or a volcano erupting)
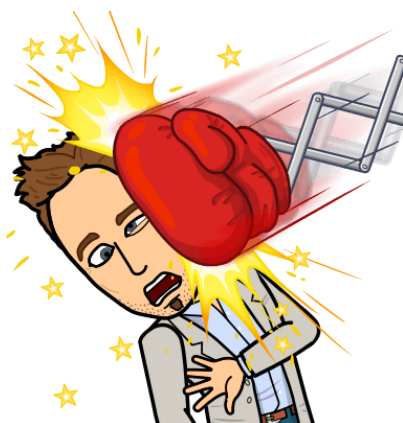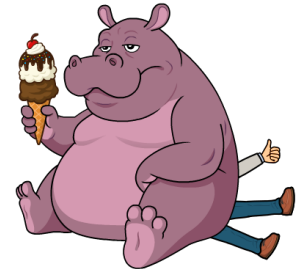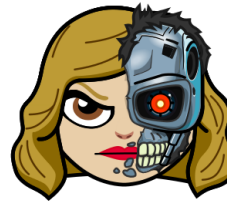
Step 3
The Setback

Your main character can not immediately achieve their ultimate goal (because that would create a boring story). Three things can happen during the setback:

1. Yes, they achieve their goal, <u>but then something terrible happens</u>

2. No, they fail at their goal

3. No, they fail at their goal, <u>and furthermore their life is even more difficult because of their they tried</u> (pro tip—this is the most fun one to write!)
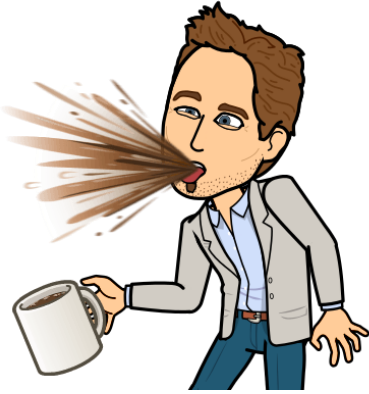
Step 4
The Heart Reacts

The first thing your character experiences after a setback is an emotional response. Tell and show the reader how the character is feeling (sad, angry, guilty, frustrated)

Step 5
The Head Reacts

Then your character has to think about what they learned from the setback. What data do they now have they didn't before? Are they hurt, further away from their goal, or did they learn something that will help later on?

Step 6
Figure Out Options

Once the character has all the info, they need to figure out what they can do next. Do they give up, decide to study more, search for the magic sword needed to slay the rabid bunnies and their squirrel overlords, etc.

Step 7
The Hero Makes a Choice

Finally, your character picks the best option of what they'll do next. This leads to a new goal, which brings you back to Step 1. Repeat until you write 'The End!'

Want to learn more about designing epic stories? Check out joshuamchenrymiller.com!