## Michael Hauge's STORY CONCEPT TEMPLATE

<u>Title</u> is a <u>genre</u> about <u>hero</u>, a <u>role</u> who <u>empathy/setup</u>. When <u>hero</u> is <u>opportunity</u>, <u>hero</u> decides to <u>new situation / preliminary goal</u>. But when <u>change of plans</u>, <u>hero</u> now must <u>outer motivation/primary goal</u> by <u>hero's plan</u>, in spite of the fact that <u>outer conflict</u>.

## **EXAMPLE:**

Shrek is an animated fairy tale about Shrek, a loveable, courageous ogre who lives alone in his swamp because the townspeople reject him. When Shrek is plagued by fairy tale creatures who have invaded his home, Shrek decides to go tell the powerful Lord Farquaad to send them back home. But when Farquaad sends

Shrek on a mission in return for his swamp, Shrek now must rescue a princess and win her love by overcoming a fearsome dragon and stopping her marriage to Farquaad, in spite of the fact that Farquaad will stop at nothing to keep her, and she secretly turns into an ogre herself every night.

## YOUR STORY:

is a		about,	
a	who		·
When	is		· · · · · · · · · · · · · · · · · · ·
	decides to		
But when			٠
	_ now must		by
,			, in spite of the fact that
			•
Michael Hauge		(818) 995-4209	www.ScreenplayMastery.com