Modular storytelling

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A small description of the things that happened before to give an idea as to why is this situation happening.		It helps flesh out the characters and gives the reader an idea about the personalities and quirks of each one.		A dramatic section of the story. The small time of peace that the characters had has come to an end, and they must solve their 'problem'. Problems are also a good way of giving more life to the characters experiencing it. In this section, plot devices are handed out with caution to put pressure on the narrative, putting care to not overburden the reader with excessive details. If the 'problem' isn't solved by now, it flows back to 'The situation'.	
Background.	Setting.	Introductory dialogue.	The situation. or 'Setting the hook'	Drama. or 'Pulling the hook'.	Closure.
	I use it to set the mood, describe the location, and give the characters time to get introduced.		A description of the things that are happening or that are about to happen. The idea of this section is to create expectations and interest in the reader. It's also a good time to write dialogue that explains even more what is happening in a subtle way to move the story forward while developing the characters a bit.		The conflict has ended and now the characters find themselves at ease. It's a good idea to hand out a description of the current situation to give the readers closure. This is a good section to flesh out the characters even more now that they solved their 'problem', and to set up the plot elements of the next section of the story.
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