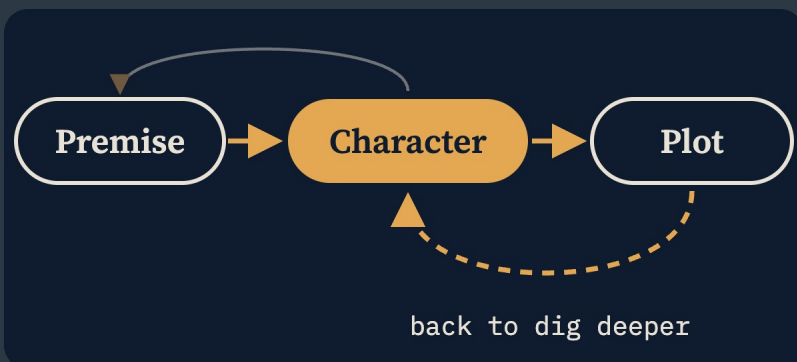




THE TRUTH ABOUT STORY DEVELOPMENT

Why the process is *messy*

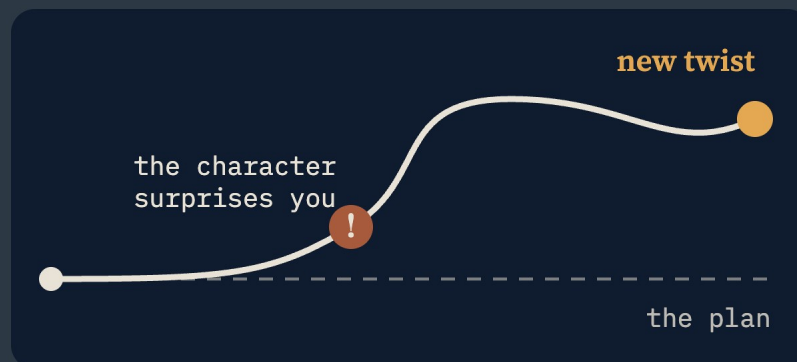
Story isn't built in a straight line. It's built in loops, surprises, and choices you keep revisiting.



01

Recursive development

A premise shapes a character. Then you return to that character with deeper questions, and the answers change the plot.



02

Organic discovery

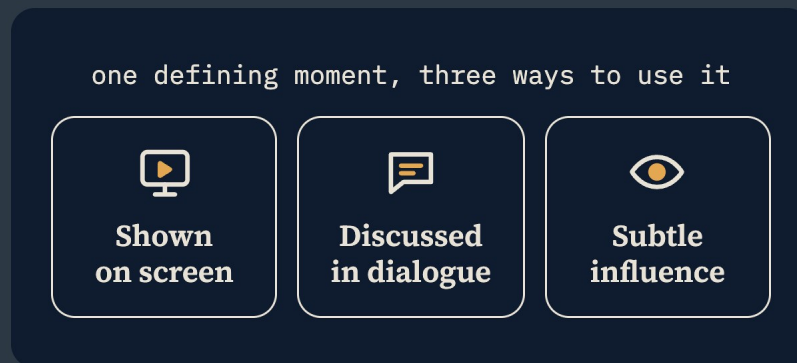
Characters do unexpected things. When they do, the story bends with them, opening twists and turns you never planned.



03

The poker hand

You collect defining moments like cards in a hand. Often you don't know when, or if, you'll play them until you're deep into the craft.



04

Defining moments as raw material

These moments are the building blocks of story. Deciding how each one appears, or quietly shapes behavior, is part of the ongoing artistic struggle.

The mess isn't a mistake. *It's how stories get discovered.*