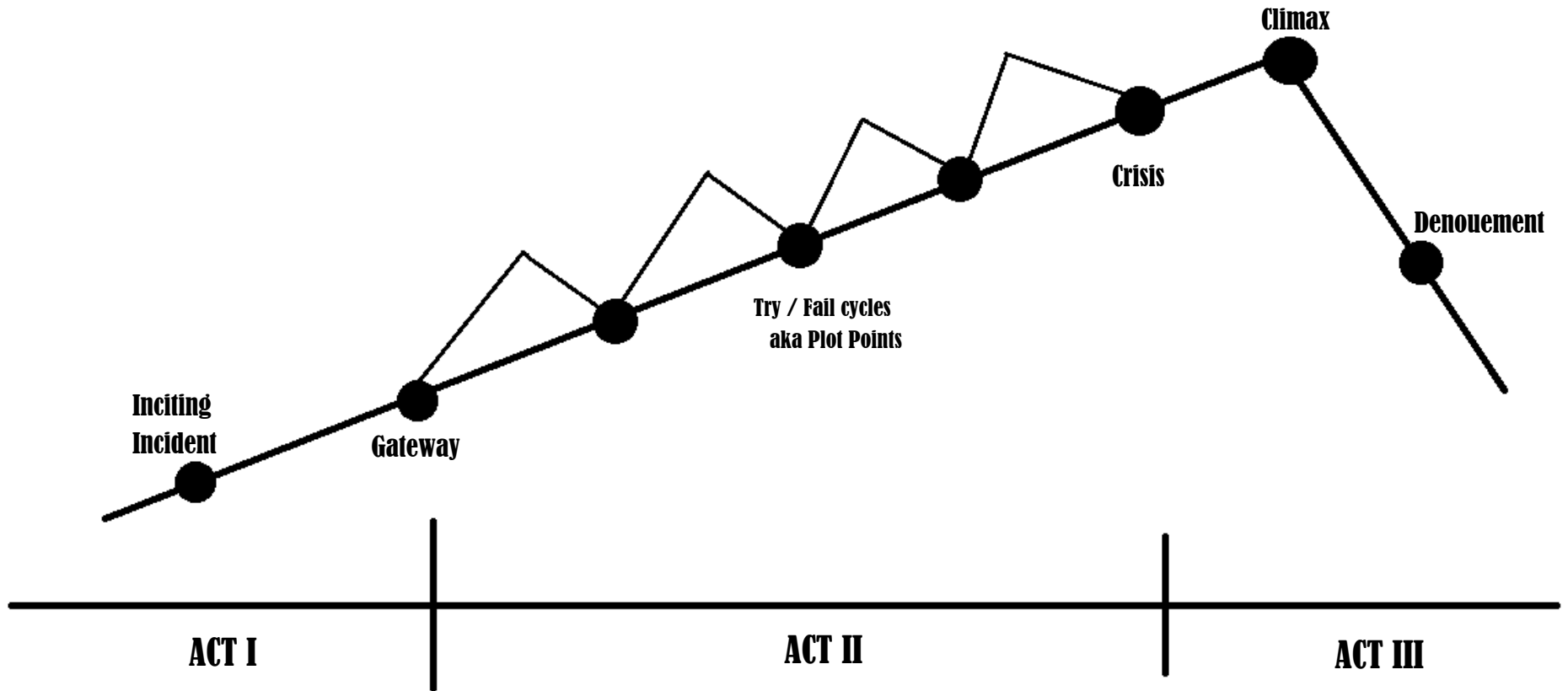


3 Act Structure—Overview



Inciting Incident: Where the plot first meets the protagonist

Gateway: Where the protagonist cannot go back

Try-Fail cycle / plot points: The characters have a GOAL. There is an obstacle. They attempt to overcome the obstacle. And then do they achieve their goal? Two possible outcomes:
YES, BUT this introduces a new complication.
NO, AND now things are even worse.

Crisis: This is the gateway to the climax of the story. The characters cannot turn back.

Climax: High point, culmination of the story.

Denouement: Falling action. Characters conflict is resolved, and they react to it.

Note: you can have an arbitrary number of try-fail cycles in Act II. Three is a good starting point, but you can have as few or as many as you wish.