



Story Beat Sheet Template

Let's get started with your beat sheet! You'll find the empty template on the following page.

A few points to keep in mind:

- A beat sheet is a **complete overview** of your story.
- It's a functional document, so you must outline your story clearly, not tease or leave questions unanswered.
- Include as much detail or information as you like, but **aim for clarity**.

Working Title: Beyond Reality's Veil: A Virtual Expedition of Imagination

Opening Image	A brief explanation of the story's initial moment or event that your user/viewer will see. The goal of this opening image is to grab their attention and establish the narrative's tone. The protagonist, the user, puts on a VR headset, and is immediately immersed into a stunning virtual world with vibrant colors and surreal landscapes.
Introduction	One or more beats that focus on characters and setting. Identify the main characters, their desires, and the obstacles they face that impede their progress. The protagonist is an introverted artist and has entered the virtual world to seek inspiration. They yearn to create work that deeply resonates with people.
Statement of Theme	Portray the experience's/story's central message or idea—this is the moment to show your user. The story revolves around the power of imagination and how virtual reality can enhance creativity.

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Catalyst	The point where the main character actively pursues their goals or is compelled onto a new path. Increase the stakes and build from this intense moment. The protagonist encounters a mysterious guide who presents him with a challenge: to find the mythical Prism of Imagination that grants unmatched artistic abilities. The guide adds that if they don't find it before the hourglass runs out, they'll lose all creative skills. Eager for growth, and terrified to lose their creativity, the protagonist embarks on the quest.
Debate	Characters may experience uncertainty before embarking on their journey. This is an opportunity for introspection or interaction with others. The protagonist hesitates, uncertain if this journey is worth the risk. They questions whether it will lead to actual creative breakthroughs or if it's just a distraction from their real-life struggles.
B-Story or B-Plot	Now acquainted with the main world, your user can engage with secondary plot developments. The protagonist meets a fellow artist, Ivy, and forms a friendship. They share their dreams and fears, which strengthens their determination.
New Characters	As the main character progresses, new characters may aid or hinder her. Introduce new characters to intensify conflict and suspense. The protagonist meets the enigmatic Sage, who warns them of the Prism's potential dangers and what their life would be if they fail to find the Prism. Doubt creeps into the protagonist's mind, adding complexity to his journey.



Midpoint	Exactly halfway through the narrative, a turning point arrives. Decisions have been made, and reality sets in. The protagonist reaches a realm of floating islands. They realize that VR and imagination, like their art, are limitless. This self-discovery fuels his determination.
Low Point	When the main character appears close to her goal, an unexpected event occurs, derailing her progress and causing doubt or despair. The protagonist sees the Prism, but as they approach, it fades away and they hear their inner voice of self-doubt can be heard all around them. They question themselves and wonder again if their efforts are in vain.
Climax	The pivotal moment where action peaks, uniting prior setups. In action films, this could be a climactic chase or battle. The main character is on the verge of their goal. The inner voice of self-doubt transforms into a colossal adversary, a monster that personifies the protagonist's doubts. They summon newfound courage and use a variety of futuristic, art-inspired tools to fight back, displaying their artistic prowess.
Beginning of the End	As the main character achieves or falls short of their goal, the story starts its resolution. Secondary plots also begin wrapping up. The protagonist defeats the monster, and the Prism appears. As they approach it they see that it's a mirrored, reflecting the different and unique sides of themselves. They realize that they already possess the magical abilities that the Prism was meant to bestow upon them and so gain an outlook and appreciation for their art and abilities. They bid farewell to Ivy and the Sage, ready to return to reality.



Finale

The concluding scene, emphasizes the story's theme and illustrates the main character's growth. It offers a lasting impression of their evolution through the story's events.

Back in the real world, the protagonist's creativity soars. They transform their doubts into stunning paintings that resonate with people across the world. The story concludes with the protagonist's VR journey proving that imagination knows no bounds and that with the right attitude and perspective, there is no limit to what you can achieve.



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