

# Goal to Decision Cycle

For help on writing goal to decision cycle, go to: <https://www.novel-software.com/roadmapstep6>

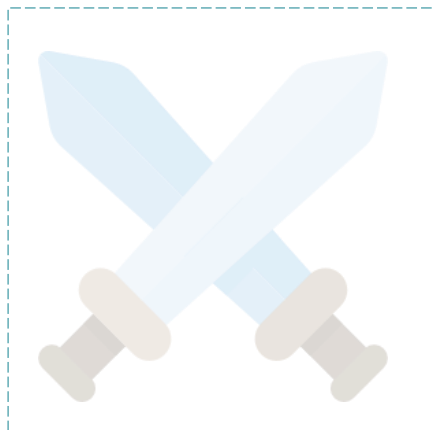
## Goal

What does the protagonist want at the beginning of the scene?



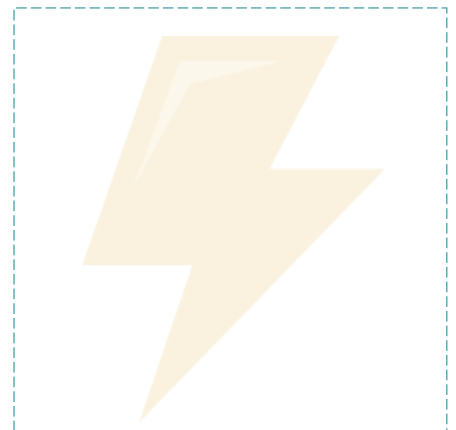
## Conflict

What happens to stop them achieving their goal?



## Disaster

How does the protagonist end up worse of than before?



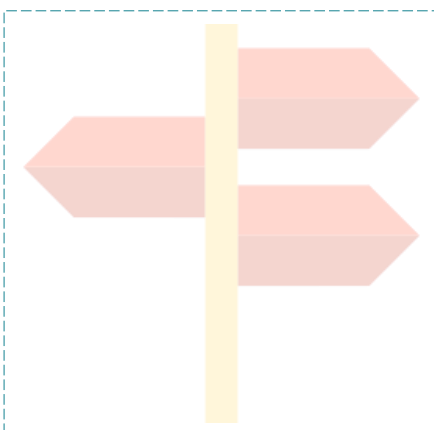
## Reaction

How does the protagonist react emotionally?



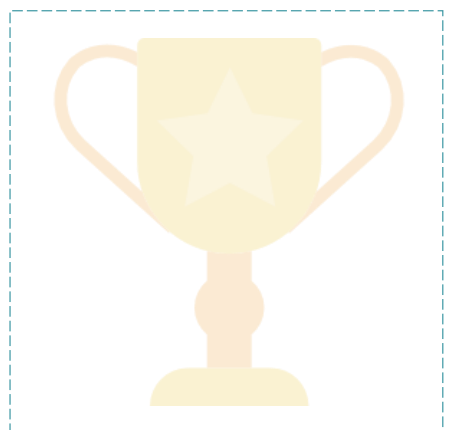
## Dilemma

What options (none good) are available to the protagonist?



## Decision

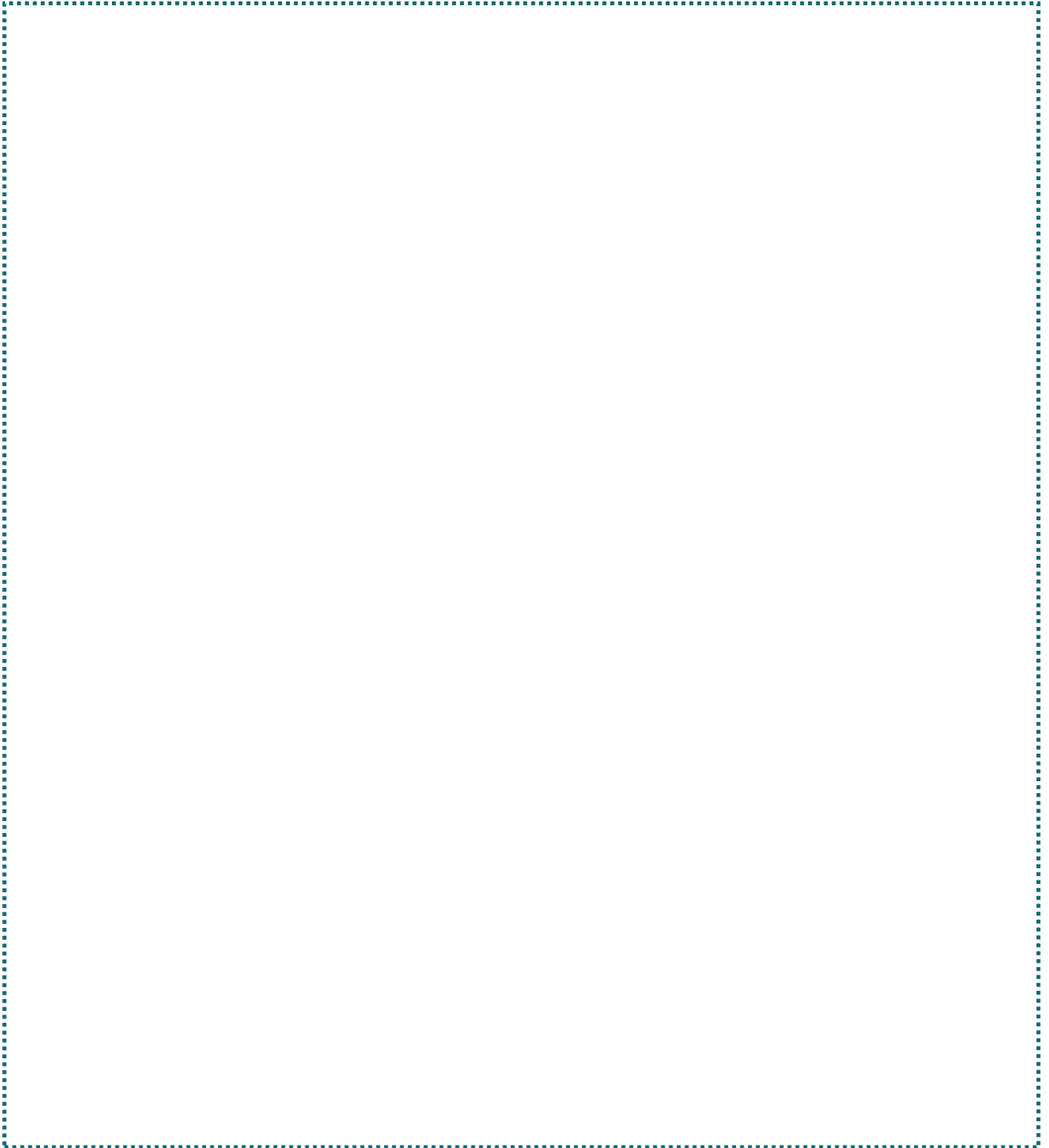
What does the protagonist decide to do? (Their new goal).



# Extended Synopsis cont.

For help on writing an extended synopsis, go to: [www.novel-software.com/roadmapstep5](http://www.novel-software.com/roadmapstep5)

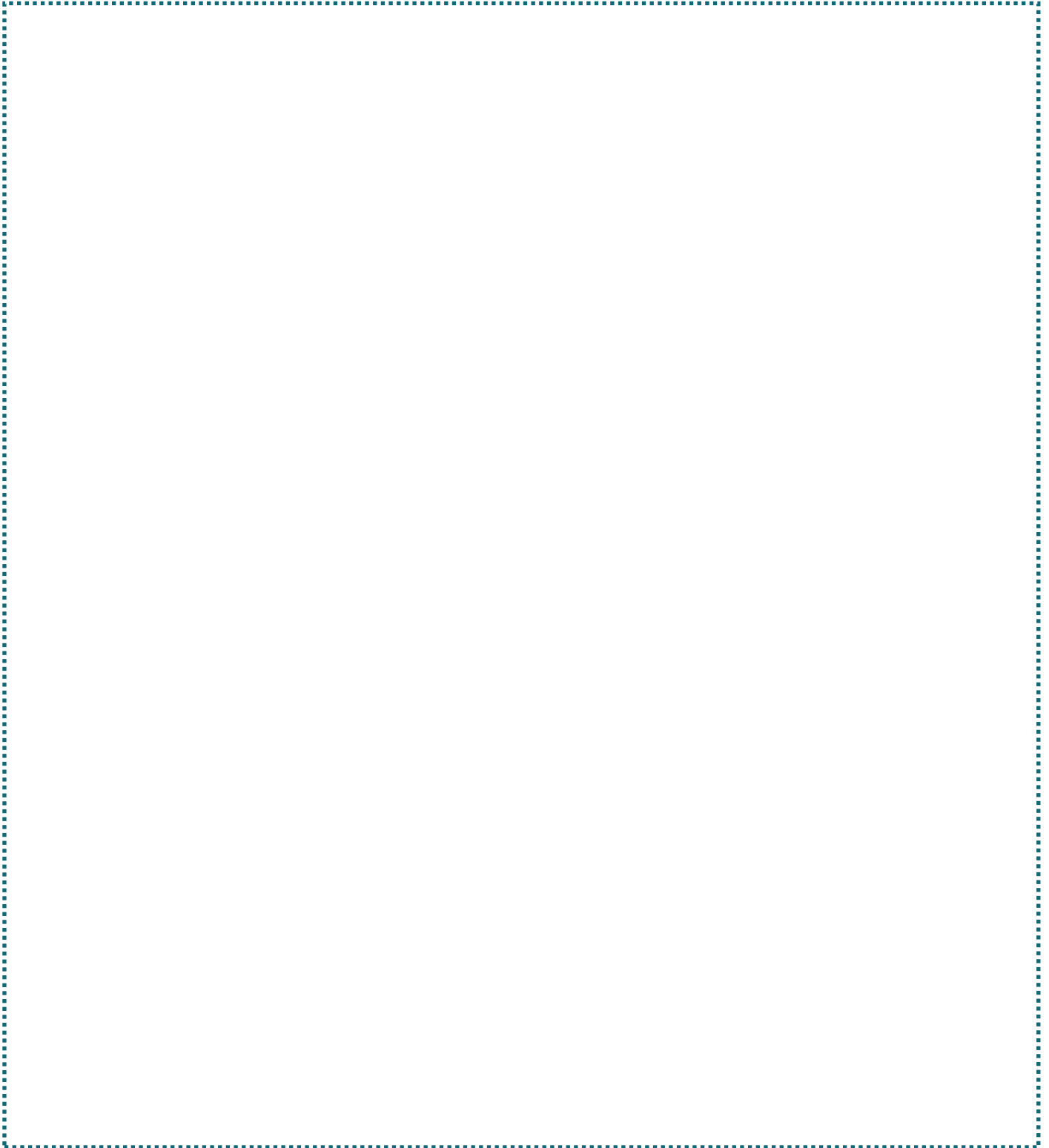
## Act II

A large, empty rectangular box with a dotted border, intended for writing the synopsis for Act II.

# Extended Synopsis cont.

For help on writing an extended synopsis, go to: [www.novel-software.com/roadmapstep5](http://www.novel-software.com/roadmapstep5)

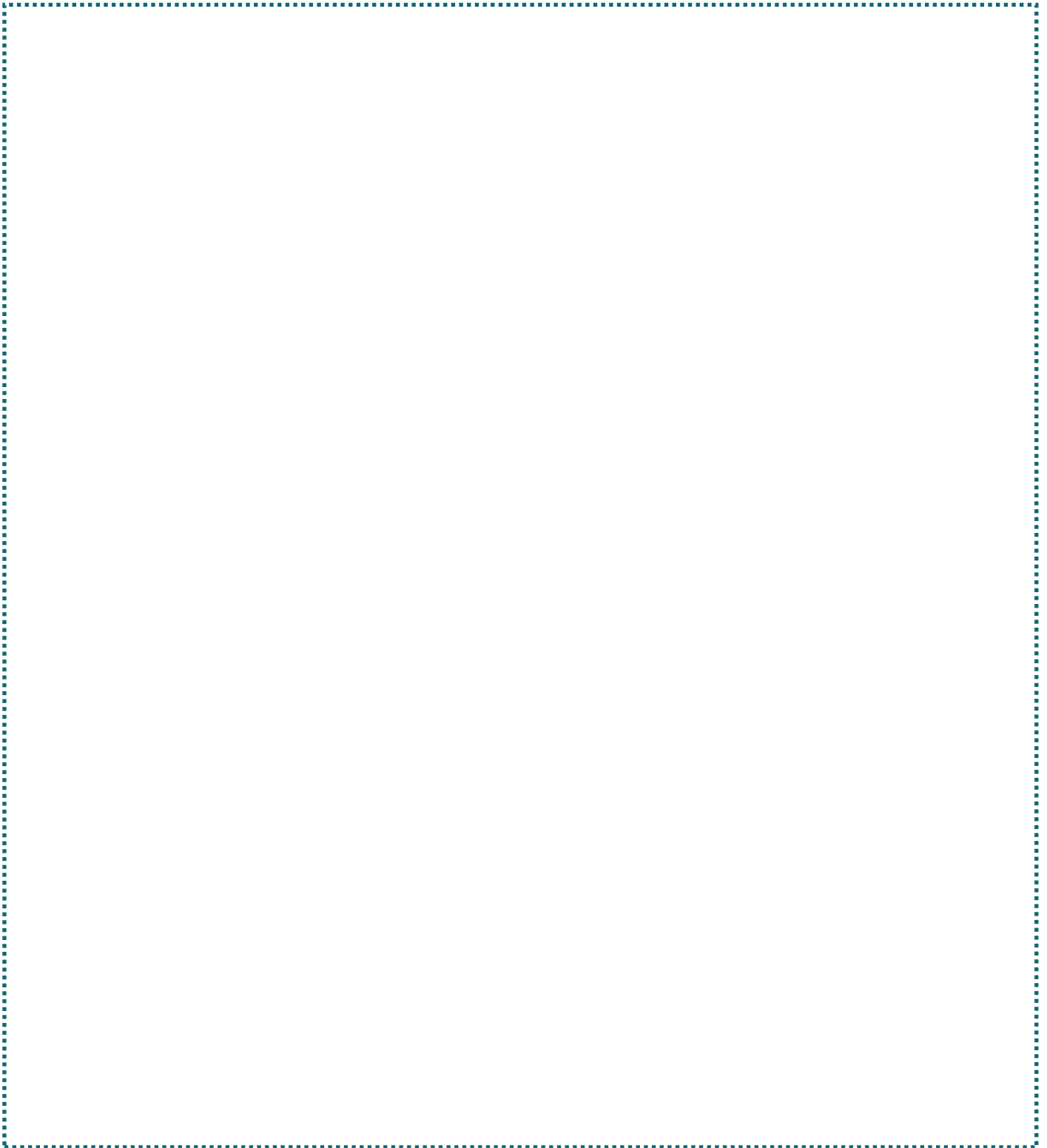
## Act III

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# Extended Synopsis cont.

For help on writing an extended synopsis, go to: [www.novel-software.com/roadmapstep5](http://www.novel-software.com/roadmapstep5)

## Act IV (optional)

A large, empty rectangular box with a dotted border, intended for writing the synopsis for Act IV.