THE STORY OF THE FISHERMAN

PLOT:

(in 5 "facts")

- 1 Princess & Gardener's son fall in love.
- 2 King sentences boy to "Two Door System" for breaking law.
- 3 Princess tells boy to "trust her".
- 4 Princess discovers which door has each surprise.
- 5 Princess chooses the door on the right for the boy.

CHARACTERS:

- 1. Princess loves Gardener's son
- 2. Gardener's son loves the princess
- 3. King doesn't like G's son

SETTING:

When: (time of year) (through centuries)

Long time ago

Spring

Where: (three different ones)
Kingdom, Princess's room, arena

POINT OF VIEW:

Third person omni

Character(s)?

Narrator

THEME:

LOVE

Evidence?

All the characters act out of love.

CONFLICT (INternal)

Character → Gardener's son

Major decision to be made?

Whether to trust princess or choose own door.

CONFLICT (EXternal)

King vs. Princess

Why is this important?

King wants to kill her man, and she goes behind his back to find out secret.

PLOT:

(in 5 "facts")

- 1 Fisherman will only attempt fishing three times in one day.
- 2 On third and final cast, the Fisherman finds a metal container.
- 3 Fisherman discovers there is a genie in the container
- 4 Genie says he will kill the Fisherman for releasing him.
- 5 Fisherman tricks genie back into the bottle.

CHARACTERS:

- 1.Fisherman religious and poor
- 2. Genie mean and not smart

SETTING:

When: (time of year) (through centuries)

Long time ago Early morning

Where: (three different ones)

Middle East, on a beach (no THIRD one)

POINT OF VIEW:

Third person limited

Character(s)?

Follows Fisherman for entire story

THEME:

Brains over strength

Evidence?

The Fisherman is able to outsmart the genie.

CONFLICT (INternal)

Character → Fisherman

Major decision to be made?

Accept death or find a way out of situation

CONFLICT (EXternal)

Fisherman vs. Genie

Why is this important?

Genie wants to kill the Fisherman who wants to survive.