

DAN WELLS' 7 POINT STORY STRUCTURE

<https://youtu.be/KcmiqQ9NpPE> (<https://livingwriter.com/blog/dan-wells-seven-point-story-structure>)

HOOK

Your character's starting point. This is the opposite of the Resolution.

PLOT TURN 1

The event that sets your story in motion and moves you from the beginning to the Midpoint. You introduce the conflict, and your character's world changes. This is basically when your character sets out on their journey.

PINCH POINT 1

This is where you apply pressure. This is often used to introduce the antagonist.

MIDPOINT

Your character moves from reaction to action. They determine they must do something to stop the antagonist.

PINCH POINT 2

This is where you apply more pressure. Your story takes the ultimate dive. Your character is at their darkest moment. They have lost everything.

PLOT TURN 2

Here, you move the story from Midpoint to the end, the Resolution. Your character gets or realizes that they have the final piece of information to achieve what they set out to do in the Midpoint.

RESOLUTION

This is the climax of your story. Everything in the story leads to this moment. Here, your character achieves (or fails to achieve) what they set out to do.