

Storyteller's Gambit

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AUTHOR PLATFORM PLUS!

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THE SHORT STORY, STORY DEVELOPMENT, WORLD BUILDING, SERIES BUILDING,
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SHORT STORY REFERENCE LIST

(List is in no particular order. These questions were created to make you think/focus on the details of your short story. They are guidelines.)

- Does your story present your character in a setting with a problem in the first or second paragraph?

- Two to four paragraphs in, does the reader have hints about the type of story and basics of what the story is about?

- Did you give your character both an internal need/desire and an external need/desire?

- Did you describe/show your character with flaws/insecurities? (Doing the above internal and external will help create this effect.)

- Did you show your character in their ordinary world in the intro of your story? (You may be able to combine this with the setting question below for shorts.)

- Did you show your character in your story setting? Does it have a sense of time and place?

- Does your story follow the rules of its genre if applicable? (Can we tell from reading the story whether it is futuristic, or historical, or contemporary, or a memoir short?)

- Does your story have the right kind of conflict? (Conflict is NOT your character's daily routine, NOR just something that happens to them. Conflict is born out of your character's

choices, actions, and reactions to the people and situations in their lives.

- Did you give your reader a satisfying ending?
(e.g. happy, sad, ironic, twisty, thrilling, shocking...)

- Does your ending match your story?
(Story ending/conclusion is not something that happened off the page. The power of the story is in the fact the reader reading it did not see it coming,)

- Does your story have a clear beginning, middle, and end?
(All stories, no matter the size, have a hook, beginning, middle, and end. Rising action is the building of excitement, falling action is the slowing of the story, and the end is the bang creating a satisfying ending.)

- Does your story reflect your theme or evoke an emotion or make the reader think?