

Pick-A-Path

The concept of a Pick-a-Path story is to allow the reader to choose different pathways leading to alternative events within the plot.

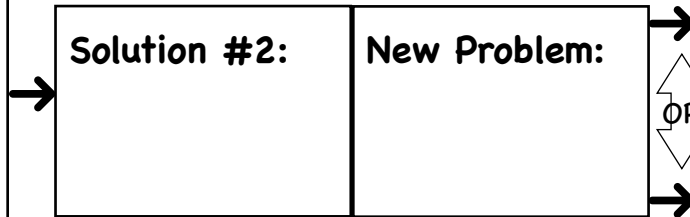
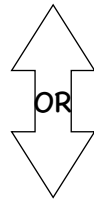
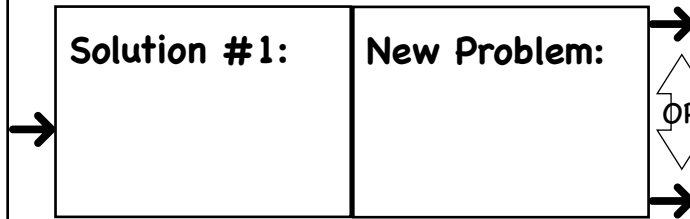
Character: Who? Appearance? Age?

Character's Goal: What is the character needing to achieve?

Setting: Where? When?

Intro - Set the scene for the reader:

Build-Up into a problem the reader faces:



Solution #1:

Ending:

Solution #2:

Ending:

Solution #1:

Ending:

Solution #2:

Ending:

You can repeat this pattern to create more new problems if you wish to make your story longer.