

■ Table 10.2: Example of a Story Grammar

Rule Number	Rule
(1)	STORY \rightarrow SETTING + THEME + PLOT + RESOLUTION
(2)	SETTING \rightarrow CHARACTERS + LOCATION + TIME
(3)	THEME \rightarrow (EVENT)* + GOAL
(4)	PLOT \rightarrow EPISODE*
(5)	EPISODE \rightarrow SUBGOAL + ATTEMPT* + OUTCOME
(6)	ATTEMPT $\rightarrow \left\{ \begin{array}{l} \text{EVENT*} \\ \text{EPISODE} \end{array} \right.$
(7)	OUTCOME $\rightarrow \left\{ \begin{array}{l} \text{EVENT*} \\ \text{STATE} \end{array} \right.$
(8)	RESOLUTION $\rightarrow \left\{ \begin{array}{l} \text{EVENT} \\ \text{STATE} \end{array} \right.$
(9)	$\left. \begin{array}{l} \text{SUBGOAL} \\ \text{GOAL} \end{array} \right\} \rightarrow \text{DESIRED STATE}$
(10)	$\left. \begin{array}{l} \text{CHARACTERS} \\ \text{LOCATION TIME} \end{array} \right\} \rightarrow \text{STATE}$