

DEFINITIONS OF SHORT STORY TERMS

Protagonist - main character.

Antagonist - a character in conflict with the main character or protagonist.

Conflict - the central problem or issue to be resolved in a plot, involving the main character struggling against another character(s) or obstacle.

Character Types

- ▶ Flat - a one-dimensional character who has only a few, easily defined traits.
- ▶ Dynamic - a character who changes, especially one who comes to a major realization.
- ▶ Static - a character who undergoes no such change.
- ▶ Round - a multifaceted character, especially one who is capable of choosing right or wrong.

Usually a protagonist is a round character.

Foreshadowing - a hint that is fully understood only in retrospect after the reader discovers more information later in the plot.

Setting - the location of a story.

Flashback - in a film, novel, or play, a flashback is a scene that returns to events in the past.

Narrator - if you are a narrator, you tell the story from your own point of view.

Initial Incident - the events starts the conflicts.

Rising Action - series of steps that develops the clues and actions.

Falling Action - events usually comes right after the climax.

Climax - the high point of tension in a plot, when the outcome is decided.

Point of View

- ▶ First Person - "I" statement.
- ▶ Third Person - a narrator who is not a character.
- ▶ Omniscient - narrative that sees into different characters.

Theme - the main idea of the story.

Mood - the emotional atmosphere of the story.

Setting - locations of the story.

Conclusion - follows soon after falling action, the end of the story.