

Masked Ball

A story in one prompt.

In this prompt we offer you five creative steps for writing a whole story.

The ideas, text and photos are just suggestions. Let your creativity take you in any way you wish.



STORY FLOW

- Exposition: Your character resolves to do something at the ball - Kill? Kiss? Steel? Reveal? Stop?
- Rising action 1: Introduce the character as they get into their costume.
- Rising action 2: Arriving at the ball - Exploring the location and meeting people.
- Climax: Your character acts, enacting their purpose.
- Falling action: Explore the fall out of your character's action.
- Resolution: The end of the story.

Each part of the prompt will guide you through your writing journey...

Before you start: You may wish to decide on a story theme.

Theme suggestions: Mystery? Historical? Romance? Murder mystery? Quest? Circus? Comedy?

- **Exposition:**

- Introduce the main character, their life and the world they exist in.

- Your character is waiting for an opportunity to do something, let the reader know why. What they wish to do is up to you - Connect with somebody? Kiss somebody? Kill somebody? Reveal something? Unmask somebody?

- They have decided they will take action at the masked ball - add this into the story.

Suggestion: Define your character, age, income, life story, time period in which they are set. This will help you as you move through this writing journey.

Introduce The Character



Preparing for the night...

- **Rising Action 1:**

Your character is now preparing for the ball. Invite the reader in and explore getting ready for the night in every detail, think of the characters process.

Think about what they have resolved to do in the previous section - what will they need to see out there endeavour?

Think: Clothing, surroundings, objects, the rooms in which they prepare.





Arriving

- **Rising Action 2:**

Make sure your arrival fits with the time period you've set your story in - will your character get out of a car? A carriage? A helicopter? Describe the other people, the venue, the surroundings.

Your character may wish to explore the venue illicitly or otherwise, they may want to explore the cellar, the attic, the bar, the dance floor? Let the reader see the space as your character moves towards their action. Does your character have a role at the event or are they just attending?





Think: In shock?

Think: In passion?

Think: In haste?

The character acts...

- **Climax:**

Explore the event - is there dancing? Music? People drinking cocktails? Is there a couple having an argument or old friends greeting each other?

Your character chooses their moment. What will happen, will they be successful in their intent? How will the surroundings change around them? Where will the character go next? This is the climax of your story, this is the moment you have been building up to. Consider adding a plot twist, maybe the character has been lying all along, maybe their initial intentions were not as they seemed? Consider adding a shocking moment that you build up to.



AFTERMATH

• Falling Action:

In this part of the story we look at the minutes, days or weeks after the event. How has the event changed people's lives? What has happened to our character?

Think about the characters state of mind, their surroundings, the people they are sharing their life with.



- **Resolution:**

One last reflection on the night from the perspective of the character. Consider adding a moment of the character looking forward and any last revelations.

And end the story...

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