The Elements of a Good Story :
What makes a good story ?

There are a few elements that need to be respected in order to create a solid story. I will not make an exhaustive list of the elements required in story building, in order to adapt these features so that they will be suitable in 4ème class.

Theme :
The word ' theme ' here, is not to be misunderstood with the **settings**. The theme is what could be compared with *la morale de l'histoire*, in other words, it is something important that the story tries to tell the reader, something that would be useful in the reader's own life. It might also be a message, or a reflection that would be conveyed through the story.
The point is that the theme should develop itself out of story, the readers should not feel that a message is obviously being disseminated.

Plot :
We will simplify to its basic the concept of a plot.
A plot is the main core of your story, the common thread.
It is most often about a conflict or struggle that the main character goes through. This conflict might be with the personality of the character, another character, the way things are (political conflict, societal conflict, ect) in fact it can be with anything that a character might fight against / for.
The very **basic steps** of a plot are : conflict begins, things go right, things go wrong, final victory or defeat and conclusion. The positive / negative passage might be repeated.

Characters :
The main character shall be someone that the readers can identify with, or at least have consideration about.
The protagonist shall not be fully described, but he should be introduced quickly, so that his position of protagonist seems obvious. In this very specific context of the writing of a spin-off from Hélène et les disappearing gamers, we already know the characters. We might add a few characteristic features to the characters, but we shan't change them completely.

Settings :
Place and time of the story : the background that supports the story.
Where does the story take place ? How does it look? Is there people there, if so, how do they look? What do they speak?
When does the story take place ? what are the features of this era ?
For example : The story takes place in the video game **Thrones of Kingdom,** a world of fantasy populated with various races such as Fairies, Trolls, Goblins, Elves, Magician who speak thousand of language, but the main language remain English. It is a medieval world, with elements borrowed from the historical European middle-age common image, but with magical elements that allows very few elements of technology or futuristic elements.

Style and Tone :

Style and tone will only apply to adapting the language of characters to their personality.