Can I use a story mountain to plan a quest story?

Fill in each box to plan the different parts of your quest story.

Problem
Something bad/exciting/dramatic happens.

Build-up
The characters set off on their quest/ journey.

Resolution
The characters solve their problem, and find what they were looking for.

Beginning
Introduce and describe the characters and setting. What are they looking for?

Ending
What happens to the characters in the end?