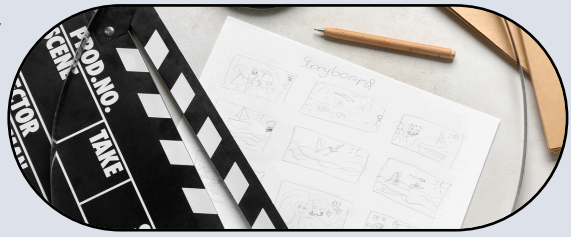


Angie Cavallin's

SCREENPLAY CHECKLIST



OUTLINE

- Hook the reader in by page 3
- Inciting incident and mission (pg.10)
- Consistent obstacles - use a lesson to make a call back on
- Midpoint: Shift in character's approach
- Something happens to force Hero's block to confront their fear
- Climax pushes Hero to their max
- Resolution, the hero changed

DIALOGUE

- Can any of the dialogue be replaced with a look or small action (smile)
- Dialogue feels natural and not overly expository
- Every character sounds unique to themselves
- Every piece of dialogue serves the story or reveals something about the characters

THEME

- Script honours the logline
- Theme is evident throughout
- Would the reader feel affected?

VISUALS/ACTION

- Is it clear where we are?
- Is the time / day consistent?
- Is the action logical?
- Is there tone in your action lines?
- Can we see where our character are/look like?

CHARACTERS

- Hero's motivation is clear
- Hero's flaw is what will block them from accomplishing their goal
- Hero has a "likeness" (skill/charm)
- Antagonist pushes Hero's buttons to grow
- Every character has a want and a purpose to move the story or Hero
- Hero has transformed at end

**ALL THIS AND MORE
WHEN YOU JOIN MY**

**30 DAY
SCREENPLAY
MASTERMIND**

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