

Entry Type: First Look (Feature) (WeScreenplay) Synopsis Included: No

SAMPLE SCRIPT

After the death of the sun, Gal and Nix embark on a mission to light the Earth with an artificial star in an attempt to save the planet.

Sci-fi Feature 118 Pages

WHAT WORKS?

I think world building, tone, and concept stand out as the three strengths of this piece. The scene where the skeletal family commits suicide right after the title card works well to setup the world and tone of the piece. The beat where Gregg shoots the assistant on page 12 also helps to build the harsh reality of the world. You give us a philosophical point of view through Gregg on page 17, "The weak will always struggle." and balance this with the opposite worldview in his lie to the energy commune around page 46. Though at times we need maybe just a little more information than we get, overall, you do a fantastic job of revealing information slowly and naturally. You create conflict between Nix and Gal early on and their relationship is fraught with sexual tension and there is a clear ticking clock and an impossible task for our heroes when Ernie explains the mission. Cleave's death scene provides an excellent low point at the end of act and the suspense in that sequence is palpable. In some ways, Kazi has the best arc of the story when he drinks Cleave's blood, honoring his sacrifice. I also love the beats where the glowing orb gets utilized (such as the one on page 98).

There are great thematic and philosophical moments throughout the script. One example is the Hippie Woman's assertation that "Aggression is not a natural human state, it is something thrust upon us." When Gregg calls Nix and Gal terrorists, it creates another thought provoking beat for the readers' perspective. I also love Gregg's line that helps qualify his character, "It's not about money, it's about control." When Helios ignites, it gave me total chills at the end. Excellent work.

CHANGES TO CONSIDER

I think character development and clarity in terms of plot are the two things that need the most work in the story. Gregg is feeling a bit too one-note, though his dialogue is excellent. I would work on the dialogue between Gal and Nix, giving them more intimate, emotional moments with each other to balance out the action. While Gal's flaw is clear (he blames himself for the loss of his brother,) that flaw also needs to present an obstacle for him to overcome in this story. We need to see how has that blame manifested in Gal's character. Does it make him self-destructive? Unable to connect with others? We need a few more overt examples although I think you have elements of the latter.

There are some aspects of the plot that are unclear. If Cleave and Gal have the ability to launch the

artificial sun, why would Mark have sacrificed himself going to Gregg? That moment just needs a little additional clarity. Gregg and Throne's motivations might also need a little more fleshing out. For example, how does exterminating a commune completely financially benefit Gregg? I also want to know more about how Mark and Nix pose a threat to him.

Iris and Cleave might need an introduction before the blast like Galileo and his family receive so that we are as emotionally invested in the action as possible. The same note applies we get the scene between Nix and Mark. We need a little more context as to who they are and what Mark is building. We don't necessarily need all the specifics in the dialogue, just maybe a visual of plans for the artificial sun or a visual of the sun itself. I also might try to create a plot twist with Mark's murder. Try fooling us into believing that he's going to be alright.

By page 30, we might also need to know where it is Nix and Gal are trying to go. Gal might also get shot too early in the story. The relationship between Gal and Nix hasn't had a chance to develop before it's threatened. It is a bit out of character for Nix to not be able to kill anyone on page 52, since earlier she states that revenge is in her DNA. On page 74, I struggle a bit with Nix's joy in returning to the Nether after she's just killed a dweller (post finding out they can be rehabilitated) because of her hesitancy towards killing humans early on. As I mentioned above, I love the chemistry between Nix and Gal, but felt we might need one more connective beat between them before the kiss on page 93. I had somewhat mixed feelings about Gal recognizing Abel as one of the dwellers on page 110. Part of me almost wanted Abel to be a real villain (like Gregg or Throne) instead of a Dweller who are somewhat ambiguous. If you do want to keep Abel as a dweller, I would consider having him rehabilitate rather than killing him off. I think it makes for a slightly more emotional ending to the story.



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ABOUT STORY ANALYST

I'm a reader with more than four years experience writing coverage for studios such as Fox, Universal, and Warner Bros. I have also written for talent agencies and for celebrities including Robert Downey Jr. and Bryan Singer. I have a bachelor's degree in English and a Master's in Film Production.