



Entry Type: Classic Notes (WeScreenplay)

Synopsis Included: No

Notes Date: November 3rd, 2020

Analyst: [REDACTED]

Ranking: 51st Percentile

SAMPLE SCRIPT

Sci-fi

| Feature

| 118 Pages

by [REDACTED]

RATING

PASS

PLACED IN THE TOP 49%

Percentiles are based on historical data of scores given out by this analyst.

For increased consistency, we calculate a project's pass/consider/recommend rating by using the scores input by the analyst and their history of scoring. Approximately 3% of projects receive a recommend and ~20% of projects receive a consider.

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OPENING THOUGHTS

SAMPLE SCRIPT is a high concept and timely sci-fi with exciting action, vivid world building, and an introduction of deeper themes. While well-written, some of the characterization gets lost in favor of intense action sequences, and, despite the stakes being high, the various threats begin to feel similar and repetitive. Some major plot elements are rushed, therefore minimizing the reach of the presented themes and character development.

CHARACTERS

Gal or Galileo, while a somewhat typical protagonist familiar to this genre, has a strong set up for his characterization and the start of a compelling, emotional arc. The loss of his brother during the death of the sun is devastating and relatable, but this part of Gal's journey does not get enough focus. Outside of this, the journey towards accepting the Dwellers as human and the external journey of getting Helios into orbit aren't as compelling. Since the script opens with the loss of Abel, this feels like it should be the heart of the story. Once the action really begins, Abel feels forgotten. It would help if he actually opened up to Nix once they start to trust each other, expressing his guilt over leaving his brother and perhaps expressing what he fears may have happened to him. The idea that he could have become a Dweller doesn't seem to cross Gal's mind, and this feels unrealistic. Once the Dweller version of his brother shows up during the climax, we don't get that sense of catharsis or completion because of how absent this aspect of Gal's journey is. This scene in particular doesn't do enough to show Gal's inner turmoil and his horror once Abel gets shot. After Abel dies he effectively vanishes from the script. Gal doesn't appear to grieve, to be in shock, or to feel differently about killing Dwellers.

Gal's relationship with Nix needs a better build up. It's unclear why he acts with such hostility towards her when she first arrives, especially since she appears to have a way to save humanity, and consequently the lives of everyone Gal loves. If the script could convey a specific cause for his anger, like believing that Nix has brought the Osiris guards to their doorstep or that she is on Osiris' side, then his reaction would make more sense. Because of the lack of motivation behind his reactions to Nix, him agreeing to help transport her doesn't fully make sense, and the build up towards their romantic relationship feels like it's missing a few steps. Having them open up to each other in a more meaningful way about the loss of their loved ones would help to further both of their characterizations, and it would justify them falling for each other.

Nix's reaction to her father's death is currently understated, just like Gal's reaction to his brother's death. Her voice comes through better in her dialogue and the way she acts, like how she lacks a filter and isn't afraid to call Gal out. While her journey is solid, she could use a more defined arc that consists of more than her not wanting to kill anyone. The moment where she shoots Gregg doesn't feel that momentous because we don't see her refusing to kill anyone cause a detriment to her plans. There isn't a big enough contrast between who she started the story as and who she is at the end. Gal we can see gets a better appreciation for humanity and learns to trust.

Gregg and Throne are both underdeveloped. Gregg's motivations for everything he does are too simplistic, and it feels like the only reason he does anything is to be evil, like when he outright says he doesn't care that people will die. His declaration that weak people will always die on page 17 is his ideology, but why does he have this mindset? We don't get a great sense of why he longs for control or why he's willing to kill endless amounts of people to gain it. Since he is a major character, we need to understand him more. He shouldn't know he's the bad guy, he should genuinely believe in what he's doing. It's also hard to understand why Throne has such undying loyalty towards Gregg. Even after Gregg seems like he is going to execute Throne, Throne forgets this moment instantly. Building the relationship between these two, maybe showing why Throne is so convinced and inspired by Gregg, would make both of these characters more compelling. Adding some conflict between these two would be worthwhile as well, like having Throne start to question Gregg as the story goes along.

PLOT

The plot is overall fast paced and entertaining, but there are some repetitive sequences and underdeveloped moments. The constant attack of the Dwellers on the Weston's Commune all feel fairly similar, as do the guard attacks on Nix and Gal. Just reducing some of the Dweller attacks on the commune and having only the last attack escalate to an outright battle with the Dwellers will feel more significant. The attack where Cleave dies doesn't have to be as intense as the last sequence since it plays out almost exactly the same. Kazi's conflict with his disability starts to dominate the story after a while, and it isn't built up well enough to justify this. There isn't enough focus on his story or characterization to give his character these huge moments as the story goes on, and it ends up distracting from Nix and Gal's story. Either his story needs to be better balanced with the main story, or it needs to be diminished. On the surface his story is compelling, but in practice he isn't present enough for his story to fit within the larger narrative.

It feels strange that Nix, Gal, and Ernie are fairly blasé about not getting the magnesium during the first heist. There could be a larger emphasis on Gal choosing Nix's life over getting the necessary materials, and Nix would realistically confront Gal about getting her out of there before their job was done. The scene with the Hippie Woman currently feels out of place because of the insufficient focus on the Dwellers as human beings. There are a few attempts at bringing this theme to the forefront, but it quickly goes by the wayside, like when Gal tries to stop himself from killing Dwellers and Nix taking the opportunity to start killing. It doesn't feel like they ever really face the knowledge that every Dweller had the potential to become human again. The scene with the Hippie Woman is too quick and feels like it's just there to set up the eventual reveal of Abel and the possibility that Dwellers can get better. This could be a more significant scene if Gal and Nix start to really consider this possibility, maybe even trying to save the nearly healed Dweller as they escape.

STRUCTURE

The structure works well for the narrative, but as mentioned, the fight sequences at Weston's Commune with the Dwellers become repetitive due to the similarities and the structuring. Each of the major fight sequences at the commune use a structure that intercuts major events. This is a major reason these sequences feel similar. Switching up the structure or changing the scenario in some way would make these scenes feel fresher. Gregg's involvement in the narrative feels too even until the ending, and it would be worth ramping up his involvement and emotional state quicker. There feels like there's a scene missing between Nix's arrival and need for transport and Gal agreeing to accompany her.

DIALOGUE

The dialogue furthers the story well for the most part. There are issues overall with the similarities in how the characters speak, and specific instances are pointed out in the script notes. Gal in particular has a stoic, serious, and declarative way of speaking, which would be fine if Cleave, Throne, Gregg, and others didn't have that same quality. Showing who these characters are by infusing sarcasm, coldness, cruelty, peppiness, or any other quality will help us understand who they are better. There are also a few instances of dialogue being too obvious, like Greg declaring outright what he thinks of people. He doesn't speak with subtext, and it becomes hard to believe anyone would follow this man. In contrast,

Nix has an edge to her words and a clear personality in the way she speaks, like on page 26.

CONCEPT

The concept is timely and provides an entertaining way to examine modern issues of global warming, individualism, and capitalism. The story itself doesn't surprise enough to feel different from other films that explore the same topics. The script goes in the right direction when it brings Abel back as a Dweller and the scene with the Hippie Woman, changing the "rules" established by the narrative so far, that Dwellers are mindless killers, and changes it to the fact that Dwellers are victims who are only killers due to their lot in life. Every scene that starts touching on this goes by too quickly and doesn't affect the overall narrative as well as they could. The path of the script ends up being too predictable and typical of the genre.

FINAL THOUGHTS

Overall this script has potential to be a riveting, heart-quickenning, and mind-opening sci-fi with great action sequences. The themes need a deeper exploration, and the plot could use a narrower focus to help define the characters and their journeys. Cutting some of the more repetitive sequences and focusing on the inner conflict will bring the script in the right direction.

SAMPLE SCRIPT

VIRTUALLY PERFECT
98th - 100th Percentile

-

EXCELLENT
85th - 97th Percentile

-

GOOD
50th - 84th Percentile

Concept
51st Percentile

Plot
53rd Percentile

Structure
72nd Percentile

Dialogue
55th Percentile

IMPROVE
0th - 49th Percentile

Overall
Impression
45th Percentile

Characters
42nd Percentile

RATING

PASS

PLACED IN THE TOP 49%

ABOUT STORY ANALYST

Reader has extensive experience reading for Atlas Entertainment (The Batman, Wonder Woman, American Hustle) and has worked closely with writers as a literary management assistant.

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