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XXXXX

Date: July 7th, 2019

Page Count: 101

By: XXXX

Genre: Fantasy/Adventure

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## Strengths

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XXXXX is a great story about sacrifice, growth and being brave. The story benefits from pre-established tropes in fantasy and adventure genres, while adding its own charm. The characters are well rounded and feel authentic at all times. The locations described by the writer are also fantastical and epic. The story is, for the most part, strong and consistent, maintaining the reader's attention and providing some emotional sequences that fit perfectly within the story.

The writing style is very descriptive, which is good for the story. It makes it very easy to picture what's written on the page. The word choice is very accurate and the locations described are beautiful. The world building is also very good. It feels vibrant, authentic and, overall, real.

The heroes are constantly thrown obstacle after obstacle, which provides conflict in the story. Whether it's the elves, fauns or the evil troll, the story is constantly moving forward, while also forcing the characters to make an effort if they are to continue their journey.

Most of the characters are likable. Each has got their own charm. This is specially true with the protagonist, Laura, with her bravery and cleverness. Her relationship with Joe is also nicely crafted. The friction and banter between them is enjoyable, as is the progress in their relationship as the story moves forward.

The humor used in the story is lovable. It's childish, which works well with the nature of this particular story. It brings some sort of charm to it.

The procession of the scenes is mostly good. Save for a specific issue that will be discussed below, the story is easy to follow. It's clear why the characters are where they are and what they're after in each location they go.

The climax scene is good. Laura is forced to have her battle with her main antagonist. It becomes personal when he takes Joe away from her, which also makes it emotional and raises the stakes.

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## **Weaknesses**

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Most of the time, the descriptive style adds something to this screenplay. However, in specific moments, the action lines are longer than they need to be. It would be recommended for the writer to cut off redundant words and break paragraphs down. This is true, for example, in page 3, when Laura's room is extensively described, only to never be mentioned again.

Laura's motive, specially in the first act, could be more polished. Her decisions don't feel justified by the situation and, as a consequence, feel a little forced. For example, she decides to leave home to go on her quest as her first option. Being her a princess, leaving in a castle filled with guards, and being the only daughter of a king and a queen of a very powerful kingdom, she could've looked for other alternatives. Perhaps if she first tried to get the help of an adult and was ignored, then it could feel more authentic, and the conflict would be more latent.

As mentioned above, the story is mostly logical and easy to follow. However, around past the midpoint, it takes a strange turn and becomes confusing and slightly overwhelming. The story throws a new concept into the story by page 79, when introducing the witches portals. This happens mostly because all of the information about that concept is thrown into the reader at the same time, making it tedious and complicated. There could be two solutions for this problem: One would be to get rid of the portal concept. The story can work without it, and possibly more effectively, since the focus would remain on the characters journey. The second option would be to spread the beats of info equably across the script in smaller bits, therefore reducing the overwhelming sensation.

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## **Comments & Suggestions**

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This is a pretty good early draft, and definitely this is a story with potential.

It would be interesting to consider giving Laura a flaw to overcome. This could make the climax scene (which is good in its current version) even better, giving it more emotional impact and power when Laura overcomes her flaw. The story has some interesting options to play with this, whether it's that Laura learns to value her life at the castle and her kingdom, or she learns to get up after she falls. The sense that the climax can improve drastically with a flaw is latent.

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