	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Week One: Premise	Write down the **Premise** of your script.	Use the following **Premise Statement** to sharpen your **Premise**: *A (Main Character Type)* _____ *whose (Emotionally Jarring Incident)* _____ *causes (Action That Must Be Taken)* _____ *(in light of Impending Obstacle)* _____ .	Pitch the **Premise** of your script to three people: (one person of the oposite gender, one of another ethnic background and one person vastly younger or older than you). Ask them if the **Premise** of your script makes sense. If not, ask them what would make it more clear.	What is the **Mythology** of your script? Go in great detail. Everything from "Everyone knows not to go to the house on the corner", to "Ghosts can travel from place to place but can not communicate in any way with the living".	Describe how the **Mythology** of your script is interrupted in the **Inciting Incident**?	Write your first 10 pages!	*REST*
Week Two: Plot	Use the following template to write a bare bones outline for your script: I. **Status Quo** II. **Inciting Incident** III. **Point of No Return** IV. **Midpoint** V. **Lowest Point** VI. **Lasting Change** VII. **Conclusion**	Workshop your **Midpoint** and **Lowest Point** to ensure they reflect your **Main Character's Universal Wants**.	Workshop your **Inciting Incident** and **Lasting Change** to ensure they reflect your **Main Character's Universal Needs**	Use the following **Story Statement** to clarify your story. Use as many times as it takes! *"This is the story of (Main Character)_____ , who wants_____ (Universal Theme/Want) . Will (Main Character) _____ be successful, or will_____ (Universal Obstacle) prove too difficult?"*	Re-write your outline to reflect new changes in your story.	Write your next 10 pages.	*REST*
Week Three: Structure	List all of the scenes that need to happen between your **Inciting Incident** and **Point of No Return**.	List all of the scenes that need to happen between your **Point of No Return** and **Midpoint**.	List all of the scenes that need to happen between your **Midpoint** and **Lowest Point**.	List all of the scenes that need to happen between your **Lowest Point and Lasting Change**.	Write the beat sheet for your entire script	Write your next 10 pages.	*REST*
Week Four: Revise the pages you have so far to reflect changes is premise, plot and structure.	Edit first 10 pages.	Edit pages 11-20.	Edit pages 21-30.	Edit your beat sheet for the last 70 pages.	Re-write your **Story Statement** to reflect new changes in your story.	Write your next 10 pages.	*REST*
Week Five: Character Development	List the characters in your screenplay and their **Essence Words**. Keep in mind that characters don't have to be people. They can be places, groups of people, movements or ideas.	Answer the following questions pertaining to your **Main Character**: *What journey are they on? (one sentence) What makes this journey compelling? (one sentence) What makes this journey enherintly visual (i.e. Why should this be a film as opposed to an article, essay or short story?) List all of the things that would be worse than death for this character.*	List four secrets that your **Main Character** has that will never end up in the script. Describe the moment when your **Main Character** felt the most shame. Write these scenes.	What is the scene in your current script that reveals the **Main Character's** humanity the most? How so? Write this scene.	Describe the change your **Main Character** undergoes over the course of the script. How is this reflected in your most recent outline? Make changes to your outline to ensure your character's arc is reflected in your story.	Write your next 10 pages.	*REST*
Week Six: Stakes	What did you decide would be worse than death for your main character? How does your **Lowest Point** compare to that? Workshop another **Lowest Point** that compares more acurately with this answer.	What are the stakes for the oposing force to your **Main Character**? How is this reflected in your script? List the stakes for your **Main Character** and the oposing force. Edit to ensure all stakes share the same intensity.	In what ways are your **Main Character's** stakes both universal and deeply personal? Edit stakes to ensure they include both elements.	Edit the first act of your beat sheet to reflect changes in stakes.	Edit the second and third acts of your beat sheet to reflect changes in stakes.	Write your next 10 pages.	*REST*
Week Seven: Plant & Payoff	Edit your entire beat sheet to ensure a logical and emotional flow of events.	Going through your beat sheet, underline every **Plant** that needs to be paid off later in the script. Bold all of the **Payoffs** that are in your beat sheet. Write **Payoffs** for plans that haven't been paid off.	Going through the **Payoffs** in your beat sheet, write **Plants** for payoffs that haven't been planted.	Edit your beat sheet to ensure new changes create a logical and emotional flow of events.	Scan your beat sheet, ensuring that each **Plant** is clear, but subtle. Each **Payoff** should be satisfying.	Write your next 10 pages.	*REST*
Week Eight: Revise the pages you have so far to reflect changes in character development, stakes and plant & payoff.	Edit first 15 pages.	Edit pages 16-30.	Edit pages 31-45.	Edit pages 45-60.	Edit pages 61-70.	Write your next 10 pages.	*REST*
Week Nine: Dialog	Are there places in the script, where you describe the emotional state of a character in the action bar? Replace these descriptions of internal emotions with actions.	To reveal **Character Dialect**, use the following formula and example sentiment for multiple characters: Character + Sentiment = *Ex. I have something to tell you and it's not good.* Bryan + *I have something to tell you and it's not good.* = You know I love you, right?	Describe the difference in **Character Dialect** between your **Main Charcter** and their force of oposition. Go back into your script and edit based on how these characters communicate, using their **Character Dialect**.	Edit your script for **Character Dialect** with other characters.	Are there places in your script where actions can replace dialog? Go into your script and replace this dialog with actions.	Write your next 10 pages.	*REST*
Week Ten: Tone	Describe the **Tone** of your script. How does the **Rythm** of your script contribute to the **Tone**? How does the plot contribute to the **Tone**? Go into your script and edit these elements to strengthen your **Tone**.	List **Plot Points** that would sharpen the **Tone** if they became darker, lighter, funnier, etc. Go into your script and edit these elements to strengthen your **Tone**.	Go into your script and create moments of silence, quietness, action or dialog that would strengthen the **Tone** of your script.	With an eye towards sound design, go into your script and edit or create SFX to sharpen the **Tone** of your script.	With an eye towards **Tone**, edit or create new setting descriptions to set a clearer **Tone** in your script.	Write your last pages.	*REST*

Glossary

Action That Must Be Taken - What must be done so character will beat obstacle

Advertisement (Ad) - Information given in a script to advertise a later event or happening

Beats - A moment that shifts the dynamic in a scene

Character Arcs - The change that occurs in a character

Character Descriptions - The sentence(s) used to introduce a character, describing them

Character Dialects - The unique way in which a character communicates

Character Introduction/ Character Introduction Scene - The scene or sequence that introduces us to a character and their way of being or state of mind

Character - A person, place, group, movement or idea moving through a script. Climax or Midpoint - The dramatic scene or sequence at the center of the script, where the want is seemingly accomplished

Closing Scene - The last scene of a script

Community Language - The unique way of communicating that is common in a given community

Compromise Scene - A scene in which a character compromises their personal code of ethics

Demographics - Race, gender, age, political views, nationality, economic, political or social background, etc.

Duplicate Events, Moments or Scenes - Events, moments or scenes the accomplish the same goal as another event, moment or scene

Elevator Pitch - The engaging and brief synopsis of your script

Emotionally Jarring Incident - Emotionally significant Incident that causes the Action That Must Take Place Essence Words - Words that describe the essence of a character

Events - Major plot points that may include multiple scenes

Genre - Category of film based on subject matter, tone and style

Ghost Plant - The planting of information in a script that is well hidden

Humanity Scene - Scene in which a character's sense of humanity is revealed

Inciting Incident - Plot point that sends character or characters on the main journey of the script

Lowest Point - Scene or sequence in which Main Character has seemingly lost their want and must overcome their need to beat their obstacle

Main Character Type - The most basic demographic a character represents Main Character - The person, place, group, movement or idea at the center of your story

Missing Moments, Scenes or Sequences - Gaps in the narrative caused by a beat, plot point, scene or sequence needed for a cohesive story

Mythology - Set of rules, ramifications or concepts unique to the World of a script, created by the writer

Obstacle - Person, institution, thing, idea or thought process that hinders a character from accomplishing their goal

Opening Scene - First scene of the script

Payoff - Satisfying outcome stemming from a plant earlier in the script

Plot Points - Moment, scene or sequence the pushes the story forward

Political Climate - Political state of the World of a script

Premise - The efficient and engaging summary of the plot in the script

Reaction to the Inciting Incident - Scene or sequence in reaction to the Inciting Incident

Reaction to the Lowest Point (Lasting Change) - Scene or sequence in which a character must make a Lasting Change in reaction to their Lowest Point

Relationship Change Formula - Formula that shows the shift in relationship between two characters

Relationship Formula - Formula that shows what binds two characters together

Rhythm - The cadence of a script

Scene Goal - What the scene is intended to accomplish in relationship to the overall narrative of the script

Secondary Character - Characters not involved in driving the story of the script forward

Sentiments - Meaning behind what a character is saying or doing

Social Climate - The social state of the World created in a script

Stakes - An entity valuable to a character, one that could be lost or gained over the course of the script

Stakes/Obstacle Combination - A formula revealing the relationship between an obstacle and its stakes

Status Quo - The state of being for a character, usually seen within the first couple of scenes of the script

Storylines - Threads of narrative taking place in a script

Story Statement - Sentence crafted to set up Wants and Obstacles in a way that reveals the true nature of the story

Synopsis - A detailed, but efficient telling of the story in a script

Tactics - The ways in which a character attempts to accomplish a goal

The Conclusion - A scene or sequence that answers the central question of a script

Theme - A subject being explored in the script, giving it complexity and nuance

Tone - The mood of a script, indicated by the writer's choice of words and style

Trigger - Scene or sequence of scenes that jump starts the plot's journey to the Lowest Point

Universal - The way in which an element in a script is relatable to all people

Universal Obstacle - An obstacle that is relatable to all people

Universal Theme/Want - A Theme or Want relatable to all people

Wants - The desire of a character, one that fuels their journey through a script

World - The context of a world in which a story takes place

World History - History of the World in a script

World Pallette - Chart of words that describe the World of a script

World Rules - Rules that define the World of a script

World Rules Statement - A sentence created to define the World Rules of a script