

SCENE BASICS

WHO WAS THE POV CHARACTER?

Ethan

WHAT WAS POV DOING AT THE BEGINNING?

Ethan was figuring out a way and arguing with the squad leader how to get rampage and his sensors and his overwatch and his firepower up to the muddy incline.

WHAT DID POV NEED?

Ethan needed to identify the movement, see if it was worth investigating, hoping it was.

[set this plot point as predictable win for ethan]

LIST THE OTHER CHARACTERS IN THE SCENE, ALONG WITH THEIR WANTS DURING THE SCENE?

The platoon sergeant wanted to establish security first.

Norddahl wanted to support Embla.

Vernik wanted to support Embla.

Sabine wanted to pursue.

WHO OR WHAT OBSTRUCTED POV'S NEED?

Loss of contact, nothing but rain.

The squad leaders lack of enthusiasm made leading them difficult.

Norddahl grumbled about doing stupid things when disbandment is near.

LIST THE TIMES THIS HAPPENS:

WHAT WAS THE MOMENT & EMOTION OF PEAK INTENSITY?

Ethan felt alone, isolated from the disbursed squads, realized he's losing Mission time, asked for an extension from the captain, who denies it, but asks why.

HOW WAS THE TENSION HEIGHTENED AND PROLONGED JUST BEFORE THE PEAK EMOTIONAL MOMENT?

WHAT CONCERNS WERE RAISED BY THE END?

WHAT WAS POV DOING AT THE END, SHOWING THAT CONCERN?

Ethan called for overwatch from all squads. We can't see in this soup. My visuals are 100% AR.

SCENE PLAY-BY-PLAY #1

LIST THE MAJOR ACTION BEATS:

- Ethan got push back on bringing up rampage.
- Ethan checked in with platoon sergeant (Blade introduction). She suggested security. He wanted immediate investigation.
- Liam supported Embla. Should Ethan push his own authority? He could, and they would do it. It was a lonely dilemma.
- Ethan and his radio operator went to Sabine, who was eager. What's up with rampage? No go, Vernik says we could lose him in a tumble down the mud. // well, he's never wrong. // ever? // laugh, no never.
- Ethan radioed the captain. Embla showed up at his elbow.
- Ethan finally received permission. He advanced platoon around compound perimeter, crater rim.

VISUALIZE THE SCENE THROUGH POV'S EYES, INCLUDING ALL THE ABOVE.

THEN, IN ~250 WORDS OF THE SIMPLEST LANGUAGE POSSIBLE, SUMMARIZE THE SCENE:

DRAMATIC TENSION

HOW DID DANGER OR DEMISE LOOM (PHYSICAL, PSYCHOLOGICAL, OR PROFESSIONAL)?

This was a distraction, deviation from the mission.

Lightning was an increasing, landing around the crater brim behind the other squads (sometimes revealing silhouettes through the soup, sometimes they'd disappear.)

[ticking clock: black skulls must return to lz in time for ascent to orbit. that'd be a major screw up for 1st sortie; foreshadow a win for ethan]

BRAINSTORM AT LEAST TWO UNEXPECTED WAYS TO SHOW TENSION IN THE SCENE:

Ethan wanted to discuss the area's lack of security with Grun (because Embla was worried), pointing specific dangers, but doesn't because he wants to handle this himself.

SETTING

BRAINSTORM VIVID DETAILS THAT SHOW TIME, PLACE, WEATHER, & CULTURE FROM POV'S PERSPECTIVE:

The rain felt harder.

The drifts and curtains came between him and squads visually, creating more distance and there was.

LIST AT LEAST FEW MOMENTS WHEN POV PHYSICALLY INTERACTED WITH THE ENVIRONMENT:

Ethan slipped in the mud, almost bringing down Svante.

Ethan established a tactical virtual reality map, toggling from AR to VR.

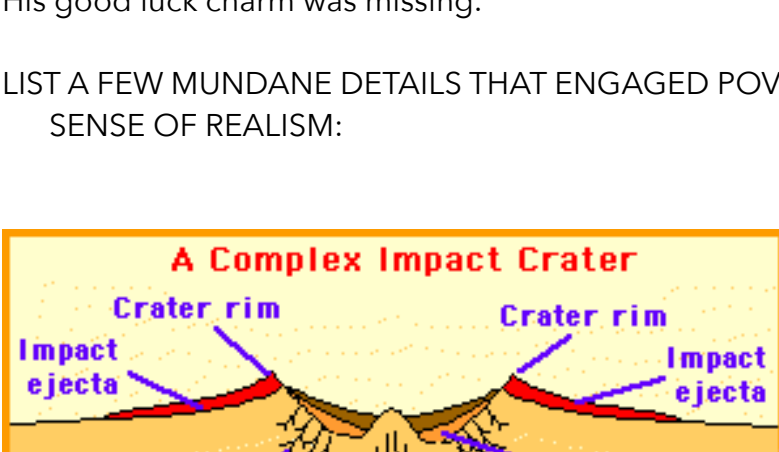
WHAT SETTING DETAILS MIRRORED THE TENSION AND/OR THEME?

Ethan moved to Sabine's squad, and it was a difficult slog, slowing everything down, the 100 minute ticking clock flashing in his visor.

WHAT OBJECTS REVEALED DETAILS ABOUT PLOT & CHARACTER?

His good luck charm was missing.

LIST A FEW MUNDANE DETAILS THAT ENGAGED POV'S SENSES, CREATING A SENSE OF REALISM:



CHARACTERS & PLOT

HOW DID POV ACTIVELY MOVE THE PLOT FORWARD?

LIST SPECIFIC VISCERAL/SOMATIC RESPONSES TO EMOTIONS OR ACTIONS, ESPECIALLY FOR THE MOMENT OF PEAK INTENSITY:

Pensive sadness amid excitement

Admiration for Embla

HOW DID POV'S CHARACTER FLAW SHOW UP?

His spontaneity and the belief that Direction from the seat of his pants will win the day. What makes you think there's anything to win? You ever heard of luck? (he looked to his missing good luck charm). / we are not going to find anything. We'll be late. It will look like idiots. There's your win.// Liam thinks we're going to get disbanded anyways. // liam's not the only one

HOW WAS POV FORCED TO REEVALUATE OR CHANGE?

SCENE PLAY-BY-PLAY #2

IMAGINE THE SCENE THROUGH ALL 5 OF POV'S SENSES.

TWEAK SETTING QUESTIONS ABOVE IF NEEDED.

THEN, IN ~500 WORDS OF THE SIMPLEST LANGUAGE POSSIBLE, SUMMARIZE THE SCENE:

EXTRA STUFF

WHAT OPENING HOOK LURED POV (AND READER) DEEPER INTO THE SCENE?

WHAT WAS THE PROMPT TO THE NEXT SCENE?

Embla drew her sword, fired it up once. Says, sir, you need to stay back. Let me.

Svante, you're with me. You become the first casualty to this harebrained idea of yours I'll never forgive myself.

WHAT FASCINATING IDEA, FACT, OR EVENT WAS TEASED TO COME LATER, EVEN SUBTLY?

Her sword that can inflict heavy damage.

WHAT SPECIFIC ACTIONS FURTHERED SUBPLOTS, W/O BEING MERE EXPOSITION OR AN INFO-DUMP?

WHAT WAS THE UNEXPLAINED, UNEXPECTED EVENT, ACTION, OR ITEM THAT WILL SURPRISE THE READER?

HOW WAS THE THEME CHALLENGED OR CHAMPIONED?

At the end, it felt great suddenly to have Embla there. Then, he felt suddenly sick to see her begin to move down into the crater.