

## SCREENPLAY CHECKLIST

1. SELF-REVELATION, NEED, AND DESIRE  
(End of story/what will hero learn?) \_\_\_\_\_
2. GHOST AND CONTEXT  
(An event from the past that haunts the character) \_\_\_\_\_
3. PROBLEM/NEED  
(Difficult situation character is in ext./int.) \_\_\_\_\_
4. INCITING INCIDENT  
(What causes action?) \_\_\_\_\_
5. OVERALL DESIRE  
(Start slow-progressively build) \_\_\_\_\_
6. INTRODUCE ALLIE(S)  
(Give allie(s) desire line) \_\_\_\_\_
7. INTRODUCE OPPONENT/ANTAGONIST \_\_\_\_\_
8. OPPONENT-ALLY  
(Appears to be ally to hero/deceives in some way) \_\_\_\_\_
9. \*1<sup>ST</sup> REVELATION AND DECISION  
(Change in desire/motive-about pg. 30) \_\_\_\_\_
10. PRESENTING THE PLAN OF ACTION  
(Needs to fail-rethink-develop) \_\_\_\_\_
11. OPPONENT'S PLAN/COUNTERATTACK \_\_\_\_\_

12. DRIVE-TURNING OF ACTION  
(Largest section/hero spiraling down/losing) \_\_\_\_\_
13. ATTACK BY THE ALLY  
(Strange behavior-purposeful or accidental) \_\_\_\_\_
14. APPARENT DEFEAT  
(Hero falls) \_\_\_\_\_
15. \*2<sup>ND</sup> REVELATION/DECISION  
(Obsessive drive, changed desire and motive) \_\_\_\_\_
16. AUDIENCE REVELATION  
(Usually opponent ally/audience knows/not hero) \_\_\_\_\_
17. \*3<sup>RD</sup> REVELATION/DECISION  
(Final revelation/opponent learns everything) \_\_\_\_\_
18. GATE, GAUNTLET, VISIT TO DEATH  
(Close to death/appears all is lost) \_\_\_\_\_
19. MAJOR BATTLE  
(Hero and Antagonist clash/Hero is a little better) \_\_\_\_\_
20. SELF-REVELATION  
(Hero realizes how he's been wrong) \_\_\_\_\_
21. MORAL DECISION  
(I will be better/becomes apparent/the new me) \_\_\_\_\_
22. NEW EQUILIBRIUM  
(The hero succeeds/a higher level/a better man) \_\_\_\_\_