Planning charts

1. Premise development checklist

Project title	
Genre (s)	
Genre emotions	
Protagonist	
Protagonist┤s flaws	
Main goal/ obstacle	
Irony (character change)	
Stakes?	
Visual?	
Different?	
Mental real estate?	
Copyright?	

2. Genre planning chart

Genre(s)	
Favourite examples	
Genre emotions	
Genre patterns	
Twists and surprises	

3. Structure planning chart

Act One	
Opening mood/visual	
Normality - flaw	
Taste of success	
Inciting incident	
Turning point - surprise - challenge - climax	
New decision	

Act Two	
Act two project	
Initial denial (subplot?)	
Moment of commitment	
Mid-point	
Respite	
Downward path	
Turning point - surprise - challenge - climax	
New decision	

Act Three	
Final battle	
False ending	
True ending	
Character change	

4. Flashback planning chart

Type of flashback (end/2ndact/incremental/ir onic/other)	
Outgoing scene	
Time anchor	
Outgoing cliffhanger	
New scene	
Immediate tension	
Indication of new time	
New dramatic line - goal - obstacle - action - tactics -stakes	

5. Balancing unusual structures: checklist

Structure type (number of acts/episodic/mosaic/circular)	
Strengthened story goal	
Obstacles	
Stakes	
Momentum	
Dialogue signposts	
Non-dialogue signposts	
Ticking clock	
Theme	
Patterns and repetitions	
Methods for preparing the audience - title - visuals - sound - plot reversals - dialogue clues	
Rewards and compensations	

6. Pitching scratchpad

Memorable title	
Genre	
Log line	
Target audience	
Comparable films/TV	
Difference	
Why this producer/agent? - strengths/successes	
What you bring - passion/experience/ research	
What you've achieved (finished draft/script competitions/other writing or relevant work)	
Your personal log line	
Exciting lead character	
Exciting antagonist/support	

Imaginary trailer; Key character scene	
Key action scene	
Key visual scene	
Ideal cast	
Cross-platform opportunities	