

ACT 1

- + Status-Quo/ Ordinary world established.
- + Inciting incident

- + Protagonist (Goal character) grapples with predicament or whatever destabilising element was just introduced
- + Things are just getting worse. Protagonist is reacting to what's happened, but they haven't taken big action yet.
- + Still establishing rules of the world.

ACT 2

- + First Goal: Protagonist attempts to solve their problem by DOING something or going on a quest. They are probably trying to solve their problem in the easiest way possible.

- + Their first Attempt at solving problem: Fails/doesn't solve their problem/ leads to new problems (or all of these). A higher obstacle may be arising or is hinted at. This problem is bigger than expected or there is more at stake.

- + Rising action. Subplot takes the ball. More minor goals.
- + The goals result in either success or failure.
 - * If the film is a tragedy, there might be success here and vice versa.

- + Protagonist low point. (or high point if this is a tragedy)
- + Ticking clock for climax is introduced (the BOMB)
- + Action is taken to tackle the highest obstacle or "Main Culmination"

ACT 3

- + The CLIMAX. Stakes are very clear as tension builds and scenes are shorter and moving at a more rabid pace.
- + The protagonist makes final attempt to succeed. This requires them to show change. Maybe their change is shown by them dealing with a situation we saw at the beginning in a new way.

- + RESOLUTION. They succeed or fail. We understand the stakes of this, what affect does this have on the world? How have things change. Loose ends are tied up.

<p><u>ACT 1</u></p> <ul style="list-style-type: none"> + Status-Quo/ Ordinary world established. + Inciting incident 	<p>STATUS QUO INCITING INCIDENT</p>
<ul style="list-style-type: none"> + Protagonist (Goal character) grapples with predicament or whatever destabilising element was just introduced + Things are just getting worse. Protagonist is reacting to what's happened, but they haven't taken big action yet. + Still establishing rules of the world. 	<p>REACTION TO THE DISRUPTION SUBPLOT (?)</p>
<p><u>ACT 2</u></p> <ul style="list-style-type: none"> + First Goal: Protagonist attempts to solve their problem by DOING something or going on a quest. They are probably trying to solve their problem in the easiest way possible. 	<p>FIRST GOAL OBSTACLES SUBPLOT (?)</p>
<ul style="list-style-type: none"> + Their first Attempt at solving problem: Fails/doesn't solve their problem/ leads to new problems (or all of these). A higher obstacle may be arising or is hinted at. This problem is bigger than expected or there is more at stake. 	<p>OBSTACLES OBSTACLES OBSTACLES</p>
<ul style="list-style-type: none"> + Rising action. Subplot takes the ball. More minor goals. + The goals result in either success or failure. * If the film is a tragedy, there might be success here and vice versa. 	<p>OBSTACLES SUBPLOT</p>
<ul style="list-style-type: none"> + Protagonist low point. (or high point if this is a tragedy) + Ticking clock for climax is introduced (the BOMB) + Action is taken to tackle the highest obstacle or "Main Culmination" 	<p>LOW POINT BOMB (TICKING CLOCK TO CLIMAX)</p>
<p><u>ACT 3</u></p> <ul style="list-style-type: none"> + The CLIMAX. Stakes are very clear as tension builds and scenes are shorter and moving at a more rabid pace. + The protagonist makes final attempt to succeed. This requires them to show change. Maybe their change is shown by them dealing with a situation we saw at the beginning in a new way. 	<p>CLIMAX</p>
<ul style="list-style-type: none"> + RESOLUTION. They succeed or fail. We understand the stakes of this, what affect does this have on the world? How have things change. Loose ends are tied up. 	<p>RESOLUTION</p>