SCRIPT STRUCTURE BEAT BREAKDOWN

BEGINNING
- POINT OF NORMALCY – Where we begin. Show us the world in which the story is
- INTERRUPTION TO THE POINT OF NORMALCY - the thing that makes change, which creates--
- CONFLICT – which creates the want of the character(s) *(does he want to stay but she wants to go?)*

MIDDLE
- RISING ACTION – series of events created by the decisions made due to the want; one of the best methods to use for this is the “But this happens, therefore THIS happens; but then THIS happens, therefore THIS happens.
- CLIMAX – the point of no return

END
- FALLING ACTION/RESOLUTION – a result of the climax
- NEW POINT OF NORMALCY – sometimes it’s complete change and sometimes, the new point of normalcy doesn’t look different, it looks the same as the beginning, because MAYBE the want is to get back to that point...