

BLACKLIST Evaluation

Overall

8

Premise

8

Plot

8

Character

8

Dialogue

8

Setting

8

Era

The Distant Future

Location

Plague-ridden Earth

Budget

Blockbuster

Genre

Action & Adventure, Action Thriller, Sci-Fi & Fantasy

Logline

In a bifurcated Earth decimated by disease, a young woman whose blood holds the antibody to cure a global plagued is forced to trust a for-hire smuggler and a disparate crew of rogue warriors to ferret her across a violent Wasteland to safety...as friends-turned-foes give chase.

Strengths

This screenplay is commended for presenting a dense Science Fiction story with ever-changing alliances as a concise heroine physical goal/emotional arc plot course, TESSA'S transformation as a naïve global healer/martyr willing to accept her fate without question into the stealth leader of a burgeoning (and healing) resistance movement engaging reader/audience as much with its clarity as with its compelling, intense through line. Following a familiar Sci-Fi formula, Tessa's Wasteland journey nevertheless translates as a refreshing take on the genre standard, a course that is aided in great part by the supporting players that make up her rogue revolutionary crew, namely NOVAK, STYX, MADISON, HOPE and to a lesser extent, PRECEPT. The plot advances with rapid-fire pacing, but somehow manages to keep the objective eye completely informed along the script's Themis/Wasteland/Krakow/Fountainhead path. The material delivers its biggest surprise when it is revealed that HAYDEN THEMIS, the founder of this plague-protected world awaits a disease cure inside a Fountainhead crypt, that one plot pivot bringing the story-telling full circle with its "creator-destroyed-by-his-creation" theme. The submission's reach for sequel/franchise relevance is lauded, primarily because it evolves from a complete story-at-hand/fully-realized heroine.

Weaknesses

There is not much to find fault with this presentation of materials, even the professional eye that would not consider Science Fiction its "go-to" genre is hard-pressed to find deficiencies in this script's premise, plot, character, dialogue and story world elements. And when pressed to point out development recommendations, that same perspective would supplement any/all comments with a caveat, namely that this submission's overall execution presents so strongly that it glosses over any/all glitches cited. With that said, reader/audience does feel that this project's Act Three runs a bit long, the visual story-telling element strengths that fire this script's story/plot forward to that point losing their oomph with lengthy scene passages that would work better if they were edited or omitted entirely. This is nowhere more evident than in the Krakow escape sequences, the objective eye feeling that they slow story/plot momentum, especially because later revelations in Fountainhead are so pertinent to both Tessa's arc and future film franchise installments that it suggests the Hellraiser transport section(s) be reconsidered in some way, shape form. The decided edits may also help to clarify Tessa's return to Themis which – though strong – could benefit from a few additional transformative/epiphany beats.

Prospects

Film executives and producer will be hard pressed not to SEE a complete Science Fiction feature franchise jumping off these submitted pages, both Tessa's physical course/emotional arc and the revolution-in-waiting at Fountainhead presenting more than a compelling big screen vision...separately as well as together. The suggested development work referenced in this assessment – though valid – can easily be addressed after a writing contract is in place. The script's author should be aware of that objective take on the script prior to any/all stand-alone project/writing assignment meetings garnered from the well-crafted pages presented here.

BLACKLIST Evaluation

Overall
8

Premise
7

Plot
7

Character
9

Dialogue
8

Setting
7

Era

2463

Location

Amphitheater, Classical City, Futuristic City, Office, Apartment, Aircraft, Train, School, Various

Budget

High

Genre

Action & Adventure, Action Thriller, Sci-Fi & Fantasy, Psychological Sci-Fi, Sci-Fi Disaster Films

Logline

In the future the world is unlivable outside of the domes which are controlled by The Republic. The lives of citizens in The Republic are threatened when The Healer, provider of The Republic's lifeblood, is kidnapped by an ex-citizen.

Strengths

Thematically the script covers topical issues like sustainability and abuses of political power. The opening sequence effectively sets up the world and establishes conflicts. PRIME MINISTER AYRES is a strong, conflicted character who has difficult decisions to make. His interplay with CARVER (first sequence) sets the story in motion. NOVAK and STYX bring comic relief and action to the story. TESSA is a solid protagonist; dramatic irony in the first act creates sympathy for her character. The script has clearly defined conflicts. KENYA'S pursuit of Novak is well-done. The tension between Carver and Prime Minister Ayres is excellent. Tessa and PRECEPT have great interplay. Novak's back story is good. The second act has good pacing and momentum. The world of the script is detailed, interesting and thorough. The second and third acts have great action. There are several good reveals in the script. The ending works.

Weaknesses

Some elements of the plot and some scenes feel a little unoriginal (ex: pages 15-18). Additionally the interplay between Novak and Tessa feels a bit clichéd at times. The script is a bit long; for the most part the pacing is good but a few pages could be trimmed here or there.

Prospects

The script has relatable characters and topical themes. The movie should have broad appeal as the story shares elements with STAR WARS and other popular sci-fi. The script requires a high budget which eliminates several producers from consideration. From a casting perspective the marquee role is Tessa. She should be able to attract top talent. On the male side Novak and Carver are strong roles. Overall the script has great characters, good pacing and a detailed world. The script does have some unoriginal elements and clichéd parts. Fortunately those elements are the minority. As presently written the script is a strong candidate for consideration.

BLACKLIST Evaluation

Overall

7

Premise

7

Plot

7

Character

8

Dialogue

8

Setting

7

Era

Future

Location

Earth / Space / Apocalyptic / Future

Budget

Blockbuster

Genre

Action & Adventure, Action Thriller, Drama, Sci-Fi Thriller, Sci-Fi & Fantasy, Sci-Fi Disaster Films

Logline

A fearless raider in an apocalyptic and futuristic world that is plagued by disease must escort a chosen girl that is thought to have healing powers to safety.

Strengths

The world and plot that's created here is extremely ambitious, effective and captivating. The story pulls the audience in from the very beginning as we get to see a brief history of what has happened to the earth before the script's plot begins. The apocalyptic/futuristic nature of the world is original in construction yet familiar in all of the right ways. The characters' motives and actions are original to this premise, but the way they speak and the human emotions they expel are incredibly realistic and natural. Tessa's interactions in the school early on when she's viewed as a celebrity due to being the healer is a well crafted scene that really helps to bridge the gap for the audience of how we can be familiar with the way things work in this world while still getting mesmerized by how philosophically stimulating it is to have all of the kids on happy drugs and young Tessa facing a fate that is so daunting for her. Novak and Styx' relationship is hilarious in many ways and very violently strong in others. The comedy that comes from them gives tremendous relief in the dialogue amongst an otherwise dark story. Novak's relationship to Tessa is powerful and contrasted well in so far as their voices. It's an endearing moment when Tessa attempts to inject Novak with her blood to help him. This script is a very enjoyable read.

Weaknesses

There is nothing fundamentally wrong with this project right now. That said there are a few places that could get expanded upon or considered for tweaking that might allow the script to reach a higher potential. P.M. Ayres' character feels a bit bland and one noted, if not a little derivative within this genre. Although his character is essential for the plot, going in and giving him a more unique personality could help. At the end when we see him with Tessa it could be stronger of a conclusion if we were able to connect with his character more. On a plotting level the finale is very revealing and powerfully mind blowing in many ways, but in the way that the script leaves the audience, having a better connection with Ayres across the board could build up better for the finale (this is just one example where his voice/character could change the script into being stronger). The addition of Hope is a great part of the script and really propels a lot of the plot in the third act. That being said a lot of the dialogue between Hope and Tessa feels sort of contrived and expositional even to really pound out what is happening in the plot. Try to pull back on this a little and add more subtext and it could help. At 128 pages this script is long for the spec market and it's shedding light on some overwriting in the prose of the action.

Prospects

On a premise, character, plot, dialogue and setting level this script is proficient and wonderfully written. It definitely deserves attention from industry readers looking for a unique and well thought out science-fiction franchise to bring to life. The budget would be massive to pull this off, and the prospects of a script like this getting picked up in spec form like this is going to be an uphill battle due to the market within the genre, but it is a very well written script in many layers. The plot is a bit long winded within the second act, but this is not a major issue whatsoever. The story drags a little at 128 pages, but the groundwork is laid for this project to reach a very high potential with everything that's on the page and it could definitely be imagined as something that could be brought to the big screen down the line. At the very least it's a strong writing sample and will only get stronger if it picks up a bit of a faster pace. In a loose way this script could be described as CHILDREN OF MEN meets ELYSIUM.