

Chief Script Writer's Report to FASS Committee

April 19, 2005

Goals for the 2006 Script

- Restrict overall length to between two and three hours long.
- Increase “payoff” of small roles.
- Reduce workload of major roles.
- Reduce tech requirements of vignettes.

Progress as of April 18

The writing staff has had four two-hour brainstorming meetings since the AGM. The meetings are well-attended, with an average of eight attendees at each meeting. We have also had one “source material party,” at which we watched movies related to the theme as a possible source of inspiration. The cumulative, and unedited, results of our brainstorming and source material sessions are available at <http://theorem.ca/~csloss/fass/brainstorming.html> . It should be noted that this file contains all ideas we have thought of so far, only some of which may be implemented -- we are not yet at a stage where we have committed to any particular plot outline (or lack thereof).

Plans for the Near Future

We have no meetings planned for the remainder of April. We have booked the board room at the UW Grad House for Tuesdays from 7:00 to 9:00 for Spring term writers' meetings; our first meeting of the term will take place May 3. Our objective for the month of May will be to develop our brainstorming list into concrete script and character outlines, aiming to start writing by mid-June and to have a completed first draft by September.

In addition to having meetings to work on the script in general, we also plan on having meetings specifically dedicated to working on the songs for the play. The objective of doing this is to encourage participation by those whose interests are primarily musical, but who do not want to be involved in writing other parts of the script. Something I would like to explore at these meetings is the possibility of writing some original music in addition to the standard satirizations of popular songs.

Respectfully submitted,

Craig Sloss
Chief Script Writer