

# Chief Script Writer's Report to FASS Committee

July 11, 2005

## Progress as of July 10

During the first two months of the term, we have distilled our rough brainstorming notes into detailed plot and character outlines. These outlines are available on the writing website, <http://theorem.ca/~csloss/fass> . We began writing first drafts of scenes on June 21, with July 19 being the target date for completion of drafts. The in-progress drafts of some scenes I have received are also available on the writing website. In terms of music, we have made tentative choices of source material for most songs, and a number of songs were assigned to writers on July 6 to write preliminary drafts.

The writing staff currently has two meetings a week. On Tuesday nights we meet at 7:00 p.m. in the Grad House board room to discuss plot structure, character development and dialogue. On Wednesday nights we meet at 7:00 p.m. in HH 124 to discuss song-writing.

## Plans for the Near Future

We expect to have preliminary drafts of all scenes (with the exception of songs) by July 19. As far as music is concerned, we expect within the next several weeks to finalize all our music choices and to have drafts of all songs written by mid-August.

Once the preliminary scene and song drafts are completed, we will begin a three-phase revision process. In the first phase, we will verify that there are no inconsistencies in plot / character development in the play. In the second phase, we will rewrite jokes that are not funny, and identify potential locations for new jokes. In the third phase, we will analyze character workload and “payoff,” re-assigning / re-writing lines in such a way as to ensure every role is satisfying but not overly taxing. We are currently on track to finish these revisions by mid-November, leaving six weeks for final polishing and editing.

## Progress towards Goals

- **Restrict overall length to between two and three hours long.** Preliminary estimates put the length of the play at approximately 2.5 hours.
- **Increase “payoff” of small roles.** Through the use of the character profiles on the writing webpage, we have taken care to ensure that all characters make a substantive contribution to the play.
- **Reduce workload of major roles.** Currently, no character appears in more than six scenes. Characters who appear in large numbers of scenes do not have large singing / dancing / fighting roles.
- **Reduce tech requirements of vignettes.** The vignettes will feature a minstrel who sings a song to introduce the following scene. None of the vignettes require any set pieces, so setup time should be minimal.

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