

Hi! Thank you so much for letting me review your script. I really enjoyed it. For your first script, I think you have a lot of potential for it. Here are some of the main things I noted. (Look at the script itself for much more specific suggestions.) So in no particular order:

You have a lot of run-on sentences. You really want to break everything down as simply as possible. Keep your action brief and to the point. No frills. And always stay in active voice (which means write as if it is happening right now.) Like I was saying before, that doesn't matter quite as much if you're not planning on having the script reviewed by anyone other than your crew, but it's a good habit to start getting into because it's one of those minor things that festivals and producers look at and say "oh....amateur".

You still want to keep things as brief as possible though because it's easier for your actors to break down their lines and easier for your director and DP to know exactly what needs to happen in a scene. That's why you'll notice I made notes in a lot of places to change your commas to periods.

Whenever you want your characters to say something, write it out in dialogue. Don't say "they argue over pizza toppings." Write out what they say. You can change it later and tell your actors that they are allowed to improvise, but you want your sound people to know "oh there is dialogue we have to record", you want the camera ops to know "ok we're going to have to get shots of them talking". And it lets your actors know "Hey, I have lines!"

One thing I do like is that you don't have a lot of superfluous dialogue. Dialogue should have one of three purposes: to introduce a new character, tell us something important about a character, or move the plot forward. So if it's not doing one of those three things, scrap it. Most of your dialogue is pretty good about keeping to those purposes but also remember it when using "filler" words like "man", "well", "so". If they reveal something about the character or his relationship to another character, keep them. If they don't, avoid them."

Another thing I like is that most of your dialogue feels natural. There weren't a whole lot of places where I said to myself "no one would ever say that." But watch for a few places where your dialogue feels like exposition (giving backstory or explaining things to the audience.) You can still tell exposition through dialogue without making it obvious that is what you're doing.

There are a few places where you say in the action something like "a man enters". If that man is a character (Mr. Norris, a guard, whoever) state that character instead. Say "Mr. Norris walks in." Or "guard walks in." Remember, the audience won't be reading your script as they watch so you don't have to worry about ruining any "surprises" for them. And you want to use the character names in the action so that your actor knows "Oh hey....I've got a scene here."

Too many of your characters say "Shut up!" It's redundant. In most places, it's not even necessary. But where you feel it is, try having them say something else to get the point across ("Zip it!", "Who asked you?", "Stop. Just stop.") so you don't have a bunch of characters repeating the same thing over and over.

All in all, I think you have the makings of a pretty good story here. Keep working on it! It looks like it will be fun to shoot :-)

I hope you found some of this helpful!