

## MINI SCRIPT/TV ANALYSIS

### LOGLINE

A young girl does everything she can to help her best friend escape from her abusive father.

" " addresses the issue of child abuse with nice poignancy. There is great accessibility in Jessie's plight, but more work could be done to personalize her story a bit more and take things out of the generic realm. This might be achieved by gearing the narrative toward Izzy's perspective. Instead of starting off with what seems to be two normal girls at play, the script might show Izzy observing her friend's behavior and trying to figure out

what isn't right about Jessie. This could be achieved through journal entries, narration, or even chats between Izzy and a parental figure. Generally, it feels like the script takes too long to reveal its PREMISE. Given the short format, it would be advantageous to drum up intrigue from the get go. There needs to be something that lifts these two girls out of the norm in the first few pages. The script could also be improved by showing a greater bond between friends. It isn't until the end that we see Izzy's true commitment to Jessie. In the opening pages, Izzy comes off like an irritating pal, and not a trusted confidante. When Izzy notices Jessie's bruises, she might mention that Jessie falls down a lot. This would signal that it is something more than an accident

and there is another layer to the story. The Narration isn't working effectively since it feels rather staged, and old-fashioned. The story might become more accessible if Izzy read the narration in a child's voice, with dialogue that conveys a child's perspective. Jessie's fear of the dark and staying in the fort might be intensified so as to create a sense of panic as she is made to hide there in the end. It would help to underscore just how terrifying her home life is that she would choose her darkest, most fearful place instead of going home. This would also be a signal for Izzy to realize just how bad Jessie's life has been. Izzy's revelation should be overwhelming in that she has been leading Jessie through their childish games without realizing how hard things have been

for her friend. Jessie could make Izzy feel better by relaying that their games were her only salvation. It's satisfying that Jessie's father apologizes and her home trouble is resolved at the end, but something about the simplicity of this resolution doesn't seem plausible. It's not realistic that the rage of Mr. Callahan could be solved so quickly. Dialogue should push for more childlike intonation. Even though the story is circa 1968, there should be more of a contemporary feel. The dialogue sounds a bit dated and unrealistic.