# **PLOT & PACING**

# **PLOT**

* **Overall, are there enough plot twists to keep the story moving?**
* **How original are they?**
* **Are there any plot points that need more clarification?**
  + **Is there anything that needs fleshed out more?**

**PACING**

* **Does any of it feel too slow? Too fast?**
* **Is there enough time for tension to build between plot twists and major events in the story?**
  + **These “down times” are important for character development!**
* **Are there any scenes I would take out?**
  + **Do they seem unnecessary to the plot?**
  + **Do they make anything drag on too long?**
* **Are the plot twists well-placed?**
* **Do the scenes flow well?**
* **Are there sufficient hooks at the beginnings and end of chapters?**
* **Are there any info-dumping or descriptions that run on too long?**
* **Are all of the loose ends tied up properly at the end?**

Background pattern

Description automatically generated

**INTERNAL CONFLICT**

* **Is there enough internal conflict?**
* **Does it feel genuine to the character?**
* Background pattern

  Description automatically generated**Is it something that moves the plot forward as much as external conflict?**

**EXTERNAL CONFLICT**

* **Is there enough external conflict?**
* **Does it come from different sources?**
* **Should there be more in any given scene?**
* **Background pattern

  Description automatically generatedAre there key times when the tension building up is tangible?**

**THEMES**

* **What themes are presented throughout the novel?**
* **Are they done well?**
* **Are they thought-provoking?**
* **Which themes are central to the story?**

**WORLDBUILDING**

**THE SETTING**

* **Does it feel real?**
* **Is there enough description? Too much?**
* **Is the time-period well-established?**
  + **Does it need to be?**
* **Background pattern

  Description automatically generatedAre there more places where additional description would be beneficial—or just pleasant?**

**DESCRIPTIONS**

* **What sort of feelings do they evoke? (Do I want to be there? Could you not pay me enough to go?)**
  + **Do these feelings fit with the genre/current place?**
* **How many senses are appealed to?**
  + **When I read a description, can I *feel* the world, *smell* the world, *see* it, etc.?**
* **Background pattern

  Description automatically generatedAre there descriptions that really stand out?**

**CHARACTER DEVELOPMENT**

**THE CAST**

* Is it diverse enough for the story?
  + Are there different character types to sustain things and keep them interesting?
* Are there too many characters? Not enough?
  + Do most of them affect the story in some way?
* Does each character feel unique?
  + Background pattern

    Description automatically generatedWould any benefit from more/less backstory/description?

**THE MAIN CHARACTERS**

* Do we know enough about them?
* How established are their backstories?
  + What do they value?
  + What made them the person they are today?
* Are they described enough?
* Do we know any little details about them? (Their favorite color, etc.?) The tiniest of things make them feel that much more genuine.
* What drives them?
* Is each flawed and redeemable in their own way?
* Background pattern

  Description automatically generatedAre any too clichéd?

**THE MINOR CHARACTERS**

* Do they add anything to the story?
* What would the story be without them?
* Where would the main characters be without them?
* Are they described enough?
* Background pattern

  Description automatically generatedDo they need to be fleshed out?

**THE GOOD GUY & THE BAD GUY**

* Why are they fighting?
  + Does it make sense?
* What brought their paths together?
* What drives each?
* Is the protagonist flawed?
* Is the antagonist redeemable?
* Is there enough tension between them?
* Background pattern

  Description automatically generatedDoes the baddie monologue?

**NAMES**

* Are any too similar?
* Background pattern

  Description automatically generatedAre any of them annoying to read?

**RELATIONSHIPS**

* Are they believable?
* Background pattern

  Description automatically generatedIf there is any romance, does it feel forced?

**CHARACTER ARCS**

* Which characters have the strongest arcs?
* Are there any that need *more* of a character arc?
* Are they brought about by internal or external conflict?
  + Or a fair mix of both?
* How do they (the characters) change from the beginning to the end?
* Do any arcs need emphasized more or less?

**DIALOGUE**

**SPEECH**

* Is any of it clichéd?
* Does it fit the character?
* Does it fit accurately in the setting?
  + (Time period and location.)
* Background pattern

  Description automatically generatedAre there any accents that get annoying to read?

**TAGS**

* Is there enough variation in the dialogue tags?
* Do there need to be more of them in order to understand who is speaking?
* Do there need to be less of them?
* Is it only “he said/she said”, or are there actions written in?
  + Background pattern

    Description automatically generatedi.e. “…he said, pushing himself to his feet.”

**WRITING**

* Is there too much dialogue? Not enough?
* Are there conversations that seem unnecessary?
  + They don’t move the plot forward and we don’t gain any insight into a character.
* Are there jokes? Do they fall flat?
* Is there a good combination of banter and real talk?
* Does the punctuation match up with the words being said/how they’re being said?

**ADDITIONAL NOTES**

* POV
* Narration
* Plot
* Subplot
* Characters
* Dialogue
* Pacing
* Opening and Closing Lines
* Realistic Injuries and Deaths
* Editing
* Other