Main character: Daniel McPherson, a soldier and Robotics Engineer living on Tetartos, an alien world forgotten by the rest of humanity.

Goal: To defeat and humiliate Raoul by winning a Mech walker contract out from under Escalante Arms.

Antagonists: Competitors (first Raoul Escalante, then his half-siblings)

Flaw: Too driven by grief and anger. He sells out his convictions to beat Raoul at his own game – ruthless business.

Theme: What benefit a man if he gain the whole world, but lose his own soul?

The Opening Scene: Daniel is working on drone repairs in the F.O.B. with another technician, arguing how they can be improved, when he gets called up by Esteban for a "mission" – challenging a soldier from another platoon to a "Ninja

Inciting Event: Daniel, after a stint in the military hospital after being injured and having an (apparent) hallucination of a monster injecting him with something, learns that his mother is dying, is given a compassionate discharge, reaches out to his absentee father Raoul on behalf of his mother, but she dies and he leaves Daniel a message saying that he was too busy with business affairs to see her. However, an older gentleman leaves a flower behind and, when Daniel reaches out, says he is Miguel Escalante, Raoul's father, and felt obligated to do the decent thing by Nancy, and then leaves.

Shortly afterward, Raoul offers to either give Daniel a job or a college education. Daniel chooses a college education as a Robotics Engineer.

Daniel also gets enrolled in a co-op program at Escalante Arms, one of Raoul's companies, and starts learning the players and politics as well as the processes and technology.

Character Realizes External Goal: After graduating, Daniel reaches out to Raoul to propose Mechs, Raoul invites Daniel to join him to a show which is a mock battle between slow, heavy Mechs. Raoul takes him to lunch, tells him what a waste Mechs are, so wishes him well and dismisses him.

Daniel determines to use his own designs to win a Mech contract before Raoul and Escalante Arms decide to commit.

Display of Flaw: Daniel researches his siblings, finding those most likely to resent Raoul, and draws up a project plan showing how they and others could become part of his scheme to ruin Raoul.

Drive for Goal: Knowing that Raoul has too much influence in the B.C.L., Daniel leaves the Bright City League and meets with his Uncle Angus, who works as a plant supervisor in New Edinburgh building arms. Daniel proposes they partner to build and sell Mechs, but Angus says he would only agree if they were sold only to the Hibernian league and he has to convince them. To do so, he needs to convince his lead engineer. After a debrief, the engineer also dismisses Mechs as a waste of resources.

Comments:

Commented [TLL1]: Nice. I see the potential for lots of internal and external conflict here!

Commented [TLL2]: This sounds more like an **Inciting Event** to me. Do we see this dramatized? What's the outcome and what does it have to do with the overarching story? (Is it necessary at all?)

The **Opening Scene** (if you choose to have one), should establish normalcy. Sometimes you can combine OS and IE, which is what it looks like you've done here, but I see you have another inciting event next. That can work sometimes, especially if the hero didn't not answer the first call to adventure.

It's something to watch out for. You may be front-loading extra/unnecessary scenes.

Commented [TLL3]: I would suggest putting most of this before the story begins as memories that are revealed slowly throughout. Like maybe when Raoul offers him the job/education, Daniel realizes it's BECAUSE of his mother dying (prior to story start) that Raoul is even offering this.

Commented [TLL4]: So he does feel some amount of guilt that Nancy died without him seeing her!

Commented [TLL5]: This feels more like an **Opening Scene** type moment to me. It feels like you have two lead-ups to the main story here. I think you need to do some shuffling.

Commented [TLL6]: A blow to Daniel's ego, good

Commented [TLL7]: His antagonist is revealed

Commented [TLL8]: Mech contract with whom?

This is a pretty solid way to show his goals.

Commented [TLL9]: Maybe tying this to his dead mother somehow would be good. Like, look at how Raoul has wronged all of our mothers! Allow the grief and anger to flow, which are his flaws. Reallllly need to show the reader that he's already letting his flaw get the better of him.

Commented [TLL10]: **Antag attacks.**

Antag doesn't have to be a "bad guy." In fact they often want the same thing as mchar. But fate puts them at odds. This can be same scene as Thwart.

Commented [TLL11]: This is the first thwart in a try/fail cycle.