A WELL-MADE PLAY

7 Things Every Play Must Have

1. **INCITING INCIDENT** – The event or moment that introduces the Protagonist’s want. (Ex: event – a car accident; inciting incident - Protagonist wants/needs to find a police officer.)

2. **PROTAGONIST** – a character who wants something so badly that he/she will take whatever actions necessary to get it. Traditionally, this is the character the audience should most identify with/want to win.

3. **ANTAGONIST** – a character who creates obstacles for the Protagonist getting what she/he wants, and who wants something just as badly. Sometimes the Antagonist has the same want.

4. **A BEGINNING** – where we find out what the Protagonist wants, and why he/she must have it. The beginning introduces the main characters, allies, and enemies (Antagonists) in the story and incites the journey.

5. **A MIDDLE/THE JOURNEY** – where we see the Protagonist trying different ways to get what she/he wants, with the Antagonist continually getting in the way

6. **CLIMAX** – the moment where the Protagonist has only one option left for getting what he/she wants. The events that take place throughout the journey build to the moment of most intensity in the story and the biggest turning point for the main characters/Protagonist.

7. **AN END** - where we see the Protagonist either get or not get what he/she wants, and how that has changed him/her.

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**DIAGRAM OF A WELL-MADE PLAY**

![Diagram of a Well-Made Play](image)