

MAPPING YOUR SCREENPLAY part 3

show notes

What you should know about your character:

- **Want:** external goal.
- **Need:** internal transformation.
- **Fear:** what they avoid.
- **Secret:** the hidden truth shaping them.

Questions:

- What does your protagonist refuse to admit?
- What belief must they release?

Types of Conflict:

- **Internal conflict** (fear, trauma, moral tension)
- **Interpersonal conflict** (relationships)
- **External conflict** (world pushing against the protagonist)
- **Systemic conflict** (society, institutions, environment)

Antagonist Dynamics:

- The antagonist doesn't need to be a villain — just an obstacle with agency.
- The antagonist believes *they* are the hero.
- Mirror characters, shadow selves, opposing philosophies.

Takeaways:

- Characters must be driven, flawed, and pressured.
- Conflict = engine of story.
- Antagonists reveal who your protagonist truly is.

Listener Homework:

- Create a "Character Quadrant" (want, need, fear, secret).
- Write one scene where the protagonist acts on want.
- Write another where they act on fear.