<u>Sid Gets Scared</u>

It is freaky, weird and scary - it works.
the dialogue feels very unnatural at some points
there are points in the middle where it is too slow,
it's does work and is executed well, just needs some touching up
The camera details make the script clunky, should be separate?
Need to clarify what the audience sees and what Sid sees
Not clear how the time is relevant?
What's the relevance of the coins?
Need to focus on the key moments more.
Pacing need to be better
Time jumps? - why is there a four hour jump?
The Ferryman concept is good, however needs more depth, made sense
once we researched it.
the ending could be tighter
Does he kill himself ? - it's not quite obvious