

Killstring's Fight Scene Checklist

High Concept

What is this scene's Elevator Pitch?

What is this fight about?

Environment

Where is the fight taking place?

How can the players interact with the environment? The antagonists?

Participants

Who's participating in this fight?

Is there anyone who isn't, but happens to be there anyway?

Goals

What are the players trying to accomplish?

What are the antagonists trying to accomplish?

Stakes

What do the players stand to lose?

What do the antagonists stand to lose?

Challenge

How difficult is this fight supposed to be?

What's going to make it that way?

Feel

What emotion(s) should the fight elicit?

What kind of pace should it have?

Style

What are some key sensory elements?

What tone should it have?