

# CHAPTER TWO

Plot is considered the most important of the play elements, and it refers to the deliberate selection and arrangement of the incidents that the playwright presents.

The incidents help audiences understand characters better.

How the incidents are arranged greatly contributes to the meaning of the play.

The state of equilibrium shows audiences the way the world of the play is before the plot/action starts up.

A well-made play has seven parts: state of equilibrium, inciting incident, point of attack of the major dramatic question, rising action, climax, resolution, new state of equilibrium

Conventional well-made plays deal with four types of conflict:

1. Inside the personality of a character
2. Coming from outside forces/ people
3. From within the culture of the characters
4. supernatural / spiritual forces

Point of attack refers to that actual moment in the script when a specific thing happens and the characters' goals become clear

The climax is the point at which the story turns in a major new direction

Rising action is the reaction to the setbacks and obstacles in the protagonist's ways of achieving his/her goals

The inciting incident is that event that throws the world out of balance, disturbs original state of equilibrium, and sets events in motion.

The point of attack often comes at a time close to the inciting incident so that it becomes clear where the play is headed once trouble is presented.