

Title

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A. Set Up

- The setting is in an apartment complex in Utah
- The backdrop is at two neighbors apartments.
- The tone is comedic and light.
- The protagonist is a boy who lives at the apartments.
- A hint of the conflict to come is after the main characters Xbox breaks, and he sees someone moving in who owns an Xbox.
- The direction of the plot is in a forward and linear fashion
- The inciting incident is when the main character asks the girl who has the Xbox where she lives (it seems flirty but he really just wants to steal her Xbox)

B. Rising Action

- The first crisis is his first attempt to steal the Xbox from the girl's apartment, he tries the door and it is locked.
- Because the door is locked he leaves and tries again another day, he gets in but there is someone sitting on the couch. He makes the excuse that it is the "wrong apartment" and leaves.
- On his third try, he gets into the apartment, no one is home, but someone walks in on him and he claims to be the maintenance man.
- The climax is when he finally steals the Xbox and he hurries home to use it with his new game.
- The resolution is when he gets home; he finds that his TV is gone. Then we go to the girl whose Xbox was just stolen and she has his TV. She was going to use it to watch a movie on her Xbox. Now neither of them can do what they wanted.

Character Profile

A. Character Elements

- The main character's want is to replace his broken Xbox quickly and cheaply
- The main character's need is mindless game play to escape the real world
- His outlook on the world is that he is entitled to what he wants
- The way the world views him is as an anti-social person who is obsessed with video games and very rude

B. Characteristics

- Social
 - He is an atheist, he is white, and he doesn't care about the economy or politics
- Psychological
 - He is constantly frustrated, he is good at plotting and thinking on the spot, he doesn't really care about others and how his actions effect them
- Physical

- He is a white male in his early 20's who is tall and skinny
- Biographical info
 - His parents weren't present for a lot of his life, so he took to video games and it's become a crutch that he 'needs' to be able to function. He was also often made fun of as a kid which made him turn away from society even more.