

## MISSING THE POINT

A one-minute play by Jake D. Lewis

*Person ONE is nervously pacing. Person TWO enters, holding a manuscript.*

TWO: So I finally read your story and I really like it. *(Beat.)* Except...

ONE: *(Anxiously.)* Except what?

TWO: *(Thinking of how to frame it gently.)* What's the point?

ONE: What do you mean?

TWO: The point. What are you trying to say with your story?

ONE: *(Relieved.)* Oh. Well. It's a murder mystery, so I guess I'm trying to say...don't kill people because you'll get caught?

TWO: No, I mean, what statement are you making about the human condition?

ONE: Oh, I get it! That it's better to be alive than dead!

TWO: You're missing the point. For instance, are you looking to crystallize loosely connected thoughts on social equality?

ONE: Come again?

TWO: Or maybe, show the way social constructs crumble when people are pushed to their limits?

ONE: Uhh....

TWO: Including themes about whatever's driving you will allow you to create a more cohesive and powerful story that resonates with readers.

ONE: Oh.

*TWO hands back manuscript.*

TWO: But hey, great job! Can't wait to see the next draft! *(Exits.)*

ONE: *Next draft?*

The End