



The reference I used for Reedsy: [The Three-Act Structure: 3 Steps to a Powerful Story Structure \(reedsy.com\)](https://reedsy.com/blog/the-three-act-structure-3-steps-to-a-powerful-story-structure/)

	Structure Step	What is it?	Schitt\$ Creek
<b>Act One: Set-up</b>	Exposition	Introduce the characters. Establish who they are and the challenges they face.	The Rose family flips out as they watch their possessions get carried away from the house. Their reactions indicate a lot about their characters, as do the setting, props, and clothing.
	Inciting incident	Catalyst. Something changes the status quo, threatening to push the protagonist out of their comfort zone.	The family sits down with their lawyer, who tells them they've been allowed to keep one asset: a small town they purchased as a joke.
	Plot point one	Protagonist decides to engage with what the inciting incident sent their way. Point of no return.	They unload their luggage from a coach bus at the motel and they get booked in. There is officially no way to go back. "Apparently in hell there's no bellman."
<b>Act Two: The Problems</b>	Rising action	Protagonist's goal forms. They get to know new surroundings, and meet new characters, including antagonists, and encounter obstacles to their goal.	<p>They meet the characters that will populate life from now on: Stevie, Roland, Twyla etc.</p> <p>Roland becomes an antagonist to the desire to settle in and avoid the locals. They try to get rid of him, but Roland won't leave (John and Moira).</p> <p>Alexis wants her boyfriend to come pick her up. David threatens to tell their parents. (Alexis).</p> <p>David wants a towel from Stevie (David), but she brings the sarcasm.</p>
	Midpoint	The protagonist encounters a MAJOR obstacle, which threatens their goal and raises the stakes.	On return from lunch, the family discovers they have no doors (John). Moira realizes her diamonds are gone and loses her mind (Moira).
	Plot point two	The protagonist, who has so far been reactive, takes steps to become proactive.	John realizes Roland took the doors and marches down the road to confront him (John).
	Pre-climax	While confronting the antagonist, it seems as if the protagonist is going to lose. (Dark night of the soul).	Roland is obstinate and uncooperative when John

<b>Act Three: Wrap-up and reset</b>			<p>shows up to ask for the doors (John).</p> <p>Moira asks Stevie if there were hobos or crackheads around the hotel, ostensibly accusing her of stealing her earrings (Moira).</p>
	Climax	The protagonist must overcome something in themselves in order to defeat the antagonist and achieve their goal. They either win or lose.	<p>Roland agrees to give the doors back, but insists he is accepting an apology John didn't give (John) (Win but lose)</p> <p>David chases Stevie down to ask for a towel and he gets one (David) (Win).</p> <p>John comes home and says the diamond earrings are in his shoe (Moira) (Win)</p> <p>Alexis runs into the room screaming b/c her boyfriend broke up with her &amp; now she's not leaving (Alexis) (Loss)</p>
	Denouement	Release of tension or return with the elixir. The protagonist hits a new normal	In the evening, the family reflect on the day and say goodnight. We're back to a new stasis.