We’ve talked in class about exploratory writing versus planned writing. I’m usually the latter, but this piece is the result of experimenting with the former. It began with a combo of the first couple of challenges to write from a bizarre experience and to also write from the perspective of a stranger that weirded you out. The plot that emerged was a surprise to me, and I wanted to capture that in the narrative itself. Ultimately, I think that was the major limiting factor with this piece too. In the initial draft, I sacrificed a lot of good story elements for the sake of setting up this twist-esque ending. During the first draft, I knew the plot wasn’t coherent or logical but I just wanted to capitalize on that confusion. However, during revision, I found a more sensible purpose for these characters, namely that Chance is literally a personification of stochastic possibilities in life, true to his namesake. The narrator, initially a self-insert (they usually all start out this way, “write what you know” yadda yadda—I’m working on this!) can now function as a vague representation of uncertainty, anxiety, etc. and now has a more genuine, obvious turn of character that feels more satisfying. A shortcoming I couldn’t think of a way to overcome is your criticism of “not letting the reader exist in this world.” Most of the “action” of this piece is a logic puzzle rather than something literal and happening, so I couldn’t overcome the need to be dialog-heavy. I felt interjecting too many worldly details was artificial and jarring to the flow, even if that does make the narrative feel static and isolated. Though, considering form=function, their encounter *is* static and isolated, outside of time, in a purgatory of sorts. Does this justify the boredom the reader probably feels? Well, they’re the final consultant so that’s up to them. Admittedly, I’m somewhat disappointed with my inability to make this feel more interesting, but I hope my skills become refined enough to develop a strategy to make this a more worthwhile read.