More bar scene

Luftwaffle -> boring lives

Too much exposition -> put into dialog

Inconsistent tones

Clarify ending

More conflict

Use Jul more targeted

Do something with the characters

Consider first person -> Show Ian banter

Prioritize clarity

Change Ian’s name

Place narration in a time and space

Exposition != characterization

Action != plot -> tie into character arc

Consider telling about the characters less, rely on action

Marry action to details

More FOIL stuff -> more subtlety

Wrap up Ian into love doll --🡪 more of a turn

Tie exposition to real world objects

Develop bar scene -> start with it