

# HMMS 2021 Interactive Fiction Competition Feedback

**Author: Hannah Rodriguez**

**Story: Avalanche**

**Reviewer: Dana Fraedrich**

**Reviewer Type: Professional Writer‘**

## **Major Feedback**

The biggest improvement I would say is to let the read know sooner \_why\_ Eva wants to go into the dangerous wilderness. We don't find out until midway through story version where she doesn't have a phone that she wanted to photograph the wilderness. Stating your character's goals early on gives your audience direction and tells us where we're headed in the story., I'd give a wider variety of endings. The story seemed like it had a lot of choices, but most of them looped back to the main path. For example, if you take a cellphone, you get a few extra paragraphs, but eventually the story sends you to the exact same place as the path without the cellphone. This made replaying the story less exciting., have non, The only critique I might have is to be a little more detailed, I feel in some sections there were many opportunities to brighten the setting with imagery or other writing skills that would enhance the details of the story., The first time I did it, I chose for her to not go, and that story was a little lackluster. But, when I chose for her to go, that story was much more exciting. You might want to consider giving a little more story to the option of her not going. You could have some sort of smaller adventure for her to encounter., I picked the storyline in which she did not have a phone. I would have like to know more about what she ate since she was constantly hungry and also about how cold and scared she was during the avalanche.

## **Minor Feedback**

No real spelling and punctuation issues. Very well proofread and spell-checked., It was a very clean piece! Writer used bite-size sentences and paragraphs which made reading easy., have noe, There were no errors in grammar that I picked up., The grammar looked great on this story!, I did not find any grammatical errors.

## **Other Feedback**

‘Really solid storytelling, and I liked the different paths you explored. Stories might have to change a lot as they’re revised and edited, and it takes a lot of effort and guts to explore multiple paths, even ones that end with the main character quietly retiring. Great work., I had a hard time believing that Eva would refuse to take a cellphone with her. That’s such an obviously bad decision and she seems like a smart character.

Overall, I think this was a very well-written story. Using a survival theme was a smart choice because the life or death situations make sense and give the story tension. I liked that the safer choices didn’t always

lead to the most interesting ending. Just like in real life, sometimes you have to take risks to find your happy ending., Over all you did a great job, I am amazed at your ability to visualize, engage, and create this story. Keep up the good work! Skills like these become even more useful as you progress in your academic studies., Your vivid word choices made me feel like I was actually there! Very descriptive. , NA‘