

DEAR ANNIE, I HATE YOU

Development Timeline

STEP 01

Applications

Apply and secure desired venues, PR, and production team for the festival.

Begin curating initial drafts, proposals, and other past material to initiate next phase.

January 1st-February 4th

STEP 02

Writing

Take material from the finished pilot and series outline to curate a structure for the play.

Write initial rough drafts, submitting to team for feedback, centering and honing in around themes discussed in previous development phases.

February 4th-29th

STEP 03

Workshop (New York)

Develop the play daily in New York, using weekends to test in front of small gatherings to gain feedback.

Initially, focus on tone, structure, and story behind the piece, making sure it is both fluid, funny, and touching to development team. Then, continue to brainstorm new material as team plays with other devicive elements such as cast size, audience participation, telling the story in Media Res, and breaking forth wall.

March 1st-April 13th

STEP 04

Workshop (London)

Continue to develop the play with a UK audience focus. Workshop in conjunction with Junkyard Theatre and private audience invites to further hone and develop tone and overall reception of the piece.

April 18th-June 30th

STEP 05

Rehearsal

Rehearse the final working draft of the play daily with full production team present. Work out any foreseeable technical issues for the plays run and work closely with cast and crew to solidify the show before transferring equipment and crew up to Edinburgh.

July 1st-July 27th

STEP 06

Performance

After short tech and dress runs and making sure all pieces are working and in place, open the show!

Continue to workshop and develop pieces of the play from audience feedback throughout the run, testing and trying out different jokes, tone, and rhythm.

Put on one hell of a show!

July 27th-August 26th

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Weekly Timeline

February 4th: Finish applications and submissions.

February 4th: Begin first draft of play, developed from existing pilot material.

February 4th-29th: Submit pages weekly for review until first draft is completed.

February 29th: Review rough draft, make initial notes on structure, tone, and theme.

March 1st: Begin rewrites with notes from review.

March 7th: Submit second draft for team to review.

March 8th: Meet and review notes again. Noting changes and setting pieces in place.

March 11th: Begin to workshop phases of the play, start from beginning. Continue rewrites during.

March 11th-31: Rewrite and workshop through the play. Test with invited audience on weekends.

April 1st: Assess development progress.

April 1st-12th: Rewrite and rework the play, finalize a working copy.

April 12th & 13th: Put up for invited audience at Stella Adler Studio (NY) for feedback.

April 13th-18th: Take notes and go on brief break.

April 18th: Return to UK.

April 19th-30th: Rewrite with notes from NYC feedback.

April 30th: Begin working with Junkyard Theatre (UK) to workshop the new draft of the play.

May 1-30th: Use BADA space and Junkyard Theatre resources to continue daily workshopping.

May 30th-June 3rd: Put up full working version for invited closed audience to gauge UK reception.

Also perform sections of the piece at open night stand-up nights.

June 4th-July 1st: Focus on assembling necessary technical elements for the play. Begin work with any additional production teams for technical requirements. Obtain outstanding prop pieces.

July 1st-July 26th: Rehearse final working draft of the play with all technical, prop, cast, and crew elements included.

July 26th: Move all equipment, props, cast, and crew out to Edinburgh.

July 27th-30th: Work with venue and do quick tech and dress runs.

July 31st-August 26th: Perform play! Continue to workshop with audience response and feedback.

August 27th: Move out.