Adventure Story Checklist

Did I include	\checkmark
a title to make the reader want to read my story?	
a beginning to introduce character(s) and a setting?	
a build-up to give hints and clues about what is going to happen?	
a dilemma where something goes wrong?	
a resolution where the character(s) solve the dilemma?	
an ending to close the story?	
dialogue to advance the action?	
short, snappy sentences used for effect?	
cliffhanger questions?	

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