

[Writing Practice Self-Reflection](#)

Story to be Analyzed: GJW Phase 1 Combat Fiction

What went well: I really enjoyed writing this story. It had quite a few detailed descriptions that I was very proud of, and was very fast-paced. There were very few places to take a break, so the reader pretty much had to finish the story. I also liked how it would switch between who had the advantage, so it didn't seem too one-sided. The disabling blow to the opponent was also realistic, as that is what was sometimes used in medieval times to knock someone unconscious. The story has realistic details in that both combatants begin to tire after a while from the effort of both blocking and attacking. There were no obstacles for the combatants to run into, which would have created a break in the flow of the story that was too large for a combat fiction. My favorite part of the overall fiction was all the places where the advantage was with my enemy, because that created a bit of a challenge and made me come at it from a different angle, and the places where I had the advantage, because I had to think like a Jedi and not kill the Startouched Researcher. I think I actually wrote this story a lot better than usual, because I included things I normally wouldn't have, such as my letting go of my lightsaber. I would not have done so against a weaker foe, who wouldn't have had the strength to knock it out of my hands.

What could have been better: I think it reads a bit too much like a list. I've noticed many of my fiction entries fall into a pattern of just listing the events, making it leave out a lot of detail from the perspective of whatever character I'm using. This takes away from the flow of the story and keeps the reader from fully immersing themselves in the story. The story was also a little too packed with action, so there were very few places to take a break. Maybe the blow of the Z6 Baton wouldn't have partially numbed my arms when it only collided with my lightsaber blade? That is a place where I feel I may have lost realism points. Another place I could have done better was at the beginning of the story, where the Researcher makes the first move. It said in the description that the Researcher did not get angry quickly. Also, The setting is not right for where the overall battlefield was, and is set near a tree. The Children of Mortis were closer to the city, and would not have gotten spread so thinly that there was only one person who could attack me. There were no obstacles, which is not very realistic for a field, and Centam tied up the Researcher when he didn't have any rope, so that was more realism points lost. I think if I wrote this fiction again I would pay more attention to the setting and character sheets of both me and my opponent.