

Melie, Shay, treachery, and mystery: 2048 words

written by Holly
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Crazy back pain this morning—sometimes the damn twisted spine is just unbearable, and I had to do a lot of stretching this morning to even get mobile. So it was after 7 AM before I got my first words.



But once I got rolling, they flew. I had to pull out the Minecraft map to see if a couple of things I needed to have characters do *could* be done, and discovered that, with a bit of tinkering, they could.

Ended up doing a bit of reconfiguring back of the bridge, (because if you don't update your map as you make changes, you break it.)



But the real gem of my interaction today was between Melie and Shay, figuring out how they're going to handle their hell of a mess while sitting right in the middle of it.

Again, got two things I hadn't anticipated—one a change in how they see each other, and one Shay's very neat way of getting information of Melie.



Bit of a problem with rain in space today...

Good damn writing day, and at this pace, would put me just a few days out of finishing the story, except that I look like I'm running long again.

I think I see a way to take out some of the planned scenes though, and maybe scoot them into the next episode, so that I can keep this tight and get it done and get started back on HTWAS, Module Three.

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