

End of Feb: Soundscaping for bugs ep 1-10 done

End of March: Eps 1-10 radio ready to record

June 1: Station Arcadia Season 2

Let's Make A Metaplot!

(Note - Incomplete plot ahead! More will Be added, this is just Bare Bones, and not even that for The Empire)

S1

- Gannon Islands election
- Teddy stumbles into The Empire revolution
- The Empire fucks with Gannon Islands
 - Episode 20 "attack"
- Memorie joins Talsoria revolution as a trainee
- Bad guys win election
- Teddy does more jobs for the revolution, finds more threads for his big case (the other societies are involved in the empire war)
 - ep 22
- Axel contacts Peaches and joins the revolution. (Sorren join too).

S2* Theme: Taking Initiative

Gannon:

- Things get worse in Gannon Islands with Hyyacynth Russel in charge
 - Hayyacynth starts construction on the dam
- Axel and Sorren decide not only to help Peaches, but to fuck with the Gannon government
- Axel becomes closer with Peaches & Charlie
 - She helps expand their vision of what the world could be - inspires them to dream bigger
 - Provides concrete ideas and advice on policies etc that they can use
 - And vice versa - talking with them inspires her to take action in her own community and make sure Gannon never gets to the level of Hardizan
- Axel lies to mend her bridges with Asphodel, and gets Asp to supply her info about her mother. Eventually it becomes a "real" friendship, as much as it can be
- Asphodel starts to mistrust what Axel is doing after Axel gets too pushy asking for info.
 - There's a confrontation, and Asphodel abandons Axel for a while.
- Then Hyyacynth orchastrates the murder of Sorren, and Asphodel is put into a tough spot.
- When push comes to shove, Asphodel choses Axel over her mother, and joins the side of the revolution

Hardizan:

- Peaches & Charlie talk to Axel, and start planning some concrete goals
 - in order for it to work, they need to both be tuned into Station Arcadia
- They start recruiting, and spreading their agenda
 - and handing out radios
- Charlie and Peaches contact Arcadia for advice and stuff
- Charlie gets fired because they get discovered in some way (not discreet enough with recruiting? Maybe Charlie takes the fall for Peaches?)

- Peaches gets a new boss... who is not as sympathetic :eyes:
- POSSIBLY: Hardizan revolution takes some form of direct action against Jebediah - it goes well and empowers them to keep going.
 - Or: Other members of the revolution give reports of things that they've done in their communities and workplaces. Maybe people giving reports at a meeting
- Darren joins revolution
- Revolution gets new headquarters - they convert an abandoned radio station?
 - and fix it up enough to broadcast a bit
 - Over time they fix it up more and more to broadcast further
- Charlie (and Peaches a bit - but Charlie is better with the subtlety) start doing little broadcast segments from their radio. They're trying to slowly radicalize people, spread news, etc.
 - This becomes a recurring segment on Arcadia radio!!
- Jebediah gains power and does evil shit
 - Lowest low of the season?
- Peaches and Charlie meet face to face with these new people? (People they have only been talking to through the radio). Suddenly seeing allies.

The Empire:

- more focus on Teddy backstory - radio story about Montgomerys
 - confirm Teddy appearance!
 - Confirm what colour uniforms are
 - This is BEFORE Teddy reveals his name
- Vesper is suspicious of Teddy - maybe a small thread of plot throughout other stuff going on
 - Storyline culminates in Vesper confronting Teddy about past, he is forced to own up to some backstory
 - Alice becomes torn about Vesper not trusting Teddy - she trusts Teddy intuitively, but is loyal to the revolution and not sure how to feel about Teddy's various backstory red flags
 - Vesper learns that Teddy is connected to a powerful military family and takes that ENTIRELY the wrong way
 - Bluebell plays monkey in the middle a bit, but always trusts Teddy. This brings them closer together?
- More Marvin weather segments and radio stories expanding on the state of the war and leading up to the Surrigen collapse
- In the background of each episodes, Snakebite is expanding the revolution
- People start to talk about overthrowing the government?? (Maybe towards the end, or when it's clear that Surrigen is precarious)
- Surrigen Collapses, the revolution sees this chance and steps up their recruitment and shit
 - *elaborate on how the Surrigen collapse impacts the Clercourt revolution*
 - Finale?

Talsoria:

- Memorie is frustrated by how analog the revolution is
- The revolution is much more careful since the Prince/Prophet thing. It's quite frustrating for Memorie.
- Memorie is also frustrated with faer parents being neglectful, especially as fae want to spend more time doing the revolution stuff and not looking after faer brother.

- Fae confront them over the phone, and they don't take faer seriously ("teenager doesn't want to do work")
- But they're not total monsters either. It's just a complicated relationship - and they do have to work a lot to support Memorie and Soma.
- Then Thesia appears - a light in the dark! It's fantastic for both Memorie, and also very welcome by Nikki
- Kass at first is like "ahh omg!!" in the best way - she believes it really is Thesia. She tries to find ways to contact Talsoria but there's no real way.
 - Then at a certain point there are a lot of red flags... but for a while Kass is explaining it away because she's hoping so much that things are ok. But on a certain level she's kind of suspicious
 - Then at the very last minute, Kass accepts that Thesia is definitely not the same, and is a government plant
 - She frantically tries to contact Memorie, even trying to get Jo or someone else to boat to Talsoria, but there's no way that could work. She just has to yell at the bug as it happens and be powerless.
- Memorie's parents die in a terrorism attack.
 - At first it's not clear if it was the revolution that did it, or something else, but Memorie choses to trust that it was a terrorist attack by Hardizan. (It probably was, but there's not definitive proof)
 - This builds up the cold war stuff
- The revolution builds up to a big plan, very similarly to how the last revolution did.
- Thesia betrays the revolution, the Talsoria revolution falls to pieces.
- But Memorie doesn't follow the same patterns as the last revolution. She gets out of it alright, and is determine to break the pattern.

S3**

- Talsorian revolution starts to contact the radio. They retreat further from the city.
- Memorie takes a leading role in the revolution
- Peaches & Charlie fix up the abandoned radio station, enough to broadcast a bit, and over time they fix it up more and more to broadcast further
- Charlie (and Peaches a bit - but Charlie is better with the subtlety) start doing little broadcast segments from their radio. Also broadcast on Arcadia. They're trying to slowly radicalize people, spread news, etc.
 - This becomes a recurring segment on Arcadia radio!!
- Charlie gets on a hitlist?? Needs to keep his head down.
- Revolutions become more connected. The Clercourt revolution is forced to contact the Talsorian revolution to get their hands on particular tech, to overthrow the government.*
- Axel strikes - takes over from Hayyacynth right as things are about to get irreversibly damaged, and starts turning shit around (though it's going to take a LOT of work)
- The Clercourt revolution stages a coup of the Steveston/Clercourt Government. They are successful! But now they have to like, run a country. And that's rough.
 - Snakebite dies
- Peaches and Charlie get married.
- *Maxwell redemption arc*
 - *Meets lover through revolution??*
 - *Gains purpose*
- The Hardizan strike kicks off. There are heavy casualties but they hold firm. The food island thing throws a wrench in the work.
- Season finale: Samuel Garnett's island is bombed by Westerfield and framed on Talsoria, and this kicks off the hot war

S4

- The world escalates into hot war
- Samuel Garnett shows up at Arcadia. (He's not dead!)
- Teddy has to prove to the world that Westerfield started the war, not Talsoria. **
- Meanwhile the rest of the Clercourt revolution have to deal with the ethical dilemma of, does Clercourt continue fighting in the war?
- Axel and Asphodel FINALLY get together. **
- The Clercourt revolution gang starts organizing revolutions in the other 3 empire countries. They contact the radio and the other revolutions for help.
- Z. leaves Arcadia and joins the empire revolution. **
- Gannon Islands is a beacon in the dark
- Arcadia plays a huge role in the revolution succeeding
 - Revolution caller night!!
- The revolutions stage government takeovers and stop the war
- Z. Dies?? Ouch ouch ouch
- Bittersweet end!

Elevator Pitch:

Answer the question, "Why should I listen to this?"

Stories from a dystopian world where The Empire, Hardizan, Talsoria and Gannon Islands societies exist side by side, told through a radio station on a shifting island. Station Arcadia broadcasts diverse stories from across the land that together, tell the story of a revolution, and hope in the face of a dying world. Also, it's queer.

Station Arcadia broadcasts Fridays at 9am Pacific Time. Make sure to stay up to date by following us on Twitter and Tumblr @StationArcadia. Transcripts and additional information are available at stationarcadia.com. If you enjoy the show and want to help support us, consider leaving us a tip.

Real World Issues

Yes:

- Factory work
- Class issues
- Police brutality
- Government surveillance, lack of privacy
- Death
- Xenophobia
- Abuse/Manipulation
- Gaslighting

- Torture
- Self-help
- Suicide
- Illness
- Terrorism

A Little Bit:

- Indentured servitude
- Ableism
 - Because of how society works. Some of the societies view worth as defined by productivity\
- Rape/Assault
 - Only mentioned in passing, never as a story plot point or horror tool
- Gore as needed, nothing gratuitous
- Children dying
 - ONLY mentioned in passing, or in the past. NO characters we know, or have previously met, eg Memorie's brother.
- Colonialism
- Religion

No:

- Transphobia
- Homophobia
- Aphobia, biphobia, etc
- Slavery
- Racism
- Sexism
- Depicting all evil people (and only evil people) with traits associated with a minority
- Pets dying of unnatural causes (old age is fine, random animals is just life)
- Anything explicitly sexual

Yellow highlight = Come back to this/this needs attention

Blue = just an idea, not canon

Green = Finished

Overall/Longterm To-Do

- Answer enough questions to understand the world
- Think about a metaplot. No need for details, but it's important to know the end from the beginning.
- Build the world in more detail. Map. Countries. Cities.
- Inciting! Action!
- Characters. Who are they, what do they want, how do they fit in. Plan them out
- Do some format/technical planning. How many episodes? How long? Story arcs?
- Plan what season one will look like. Just the big story beats. What needs to happen, who needs to be where by the end of it, etc. What episodes NEED to exist in a specific way, and which episodes are more blank slates

- Make a schedule for who's writing which episodes. Communicate with the writers about what's going on, make sure they understand the general tone they're going for and that sort of thing. WITH input from individual writers, set deadlines for each episode.
- Assign different script editors to work with the writers on different episodes
- Get VAs to send in samples of their voices, and tell us how big a character they're willing to commit to. We'll also need to keep in mind what level of mic everyone has - unfortunately no matter how good someone is, if their audio quality needs 5 techs and a pair of pliers to make workable, they can't play a main character
- We'll work with writers closely especially on the first few episodes they write to make sure everything stays consistent. Andy will read through each 'finished' episode and make any final edits
- Casting!!
- The VAs get scripts for a block of episodes at a time (?). There should probably be some master schedule for when things should be in by. Once the VAs have done their recording someone (probably SD) will listen through the takes, give any notes/direction for anything people need to re-record, and begin mixing any dialogue together
- Then it goes through some other editing people - including soundscaping and music. (At what point does the music get composed?)

Writing Order of Operations

1. Directors make vague season plan
2. Writing Round Table
 - a. Writers pitch ideas
 - b. Directors communicate about season plans
3. Directors decide which episode ideas to go with, and what order to go in. Directors contact the people who came up with the ideas, and offer them the chance to write if. If they're busy, or can't write all of them, the ideas go to other writers.
4. Bug Writers Meeting
5. Writer check ins (5 or so episodes at a time)
 - a. Directors meet/chat with writers individually about each episode, and what the goals are
- ~~6. Writers submit ideas~~
 - ~~a. Summary of what they want to write~~
7. Directors give the go ahead, or submit feedback for review
8. Writers write the episode (check in mid writing if they need/have questions)
9. Andy does a preliminary edit
 - a. Is it good? Or does it need to be re-written? Is it thematic?
10. Another script editor does in-depth edits
11. Andy does final edits
12. Directors approve episode
13. Writing goes to voice actors

VA Order of Operations

1. Cold read in general voice chat (for bug stuff or inter-person stuff, not cast)
2. VAs record and submit
3. SD listens to takes, Directs and tells VAs if there's anything to re-record

Technical Order of Operations

1. SD gets the raw audio from the VAs, puts it together
2. Jaymes makes it sound nice
 - a. Eliminates background noise, makes them flow together
 - b. Adds any sound effects that are in text, in the foreground. If they want
3. Becker adds soundscaping
 - a. The radio station is a dead space
 - b. There are clicks and whirrs and shit when Kass switches between segments
4. There is occasional music when Kass (or another narrator) is telling a story.
 - a. Not all the time, not too prominent.
 - b. No music during bug sections, unless it's in world.
 - c. Theo will do background music, and consult with Jaymes about where and what sort of music.
 - d. They consult with the Big Three as to where they want music before starting to compose.

Technical Questions:

- Do specific people write specific characters?
 - Nope. Except for the bug team, who collaborate on writing the buggies.
- How do the radio story episodes work?
 - One person writes each episode. There's a specific quota of episodes that have to be about each society, and within that there are certain episodes we'll need written about certain things (eg. food island). Writers can claim an episode. They then submit a short proposal about what the episode will look like. Once the Directors have approved it, they can begin writing.

Radio Segments

Normally:

- "Kass Does An Intro"
- "Arcadia Tells a Story"
- Bug Segments, normally at least 1 per episode. Probably more, but it depends
 - They interrupt the story, providing breaks
- Kass does a Signoff

Occasionally:

- Bug Segments at beginning or end
- No Story - Only Bug

- Finale territory
- No bug - Only Story
 - Only once it's established, only if it doesn't fit in the story somehow
- "Marvin Does The Weather"
- Talsorian Ad
 - Not recorded by Kass - either Arcadia picks up a signal or Kass finds a cassette
- Jo interrupts with corrections and/or advice
- Lyssel or Z. interrupt for some reason or other
 - They have a question to ask, they don't realize Kass is on air, or there's some sort of emergency
- Guest Speaker that washed up on the Island
 - That would be an episode on it's own, where they tell their own story
- No Story - Only misc segments
- Musical Segment
 - A Song on the radio!
- Kass talks about the garden/life on the island
- Slice of life episodes
- Z. or Lyssel or Jo talk on the radio, do a segment, or take over the show for an episode when Kass is sick or something
- Found Footage?
 - Might not happen/Patreon bonus
 - If we ever need to show something that happened in the past through dialogue

Short Term Questions:

- Think about the station. What is it's vibe? Where is it?
 - Cassette futurism
 - Shifting Island
- Who works at the station other than Kass? What are they like? How did they get there?
 - 1-3 other people + robots that do menial chores and shit. They see the robots as pets!
 - People find the station when they need to. Or maybe the station finds them. It's different for each person.
- Are there recurring characters in the stories that Kass tells on the radio? Who are they and what's their deal?
 - Yes, there are recurring characters, but at first, they're not recurring, but then people come back and you meet people again further in. It gets more interconnected.
 - We don't plan them to be recurring
 - Kass tells stories about regular people who had a weird-ass day. Nothing special to them.
- Who are the characters in the surveillance tapes? Are there many different stories or is it always the same group of people who are being bugged?
 - People who are part of the revolution.
 - Yes there are lots of different stories, but there's more recurring characters than in Kass's stories
- How do the different societies interact? How do the characters in them interact? Is there one main protagonist per continent?
 - They're all in a cold war
 - There is one main protag per continent and all the surveillance footage form each -punk somehow relates to them

- At some point the characters will meet and shit. They'll do revolution stuff together. WAY down the line. Some of them ARE connected in different ways, but it's a reveal later.
- Is magic a thing? What about supernatural stuff?
 - No, just science that no one understands and is pretty much magic

Long Term Questions / Behind the Screen:

- How does the world change over the course of the podcast? What events are in motion at the start that will come to a head?
 - The cold war is there from the start, and tensions are high.
 - The 'bad guys' win the Gannon Islands election
 - The good guys nearly won, and then The Empire starts shit, and everyone swings over
 - This is the end of season 1, and it also spurs the Gannon Islands protagon to join the revolution
 - In season 1, the revolution grows and gains traction.
- What is the origin/story behind the radio station? What's it doing?
 - Who knows
 - It's some sort of "ancient" tech
 - The station broadcasts what people need to hear, the cold war starting is what brought it back to life
 - This also plays into the whole "people find it when they need it"
- Are there other radio stations?
 - No
 - There's no such thing as radio
- How do Kass and the other people at the station connect with the stories from the outside world? How do the surveillance and the radio stories connect?
 - At first they don't - they're just thematically relevant and tell us more about the world
 - Some of the people in the radio stories get involved
 - Some of them never do, and there are always more characters being introduced. They show the outside perspective of how the world is changing
- What does each government want? Will they get it?
 - See Word Plan. Each government is different, but in general the government is Bad, and they want to Stay in Power
- How will it end?
 - The revolution comes to a finish. They don't loose

Format

- It starts with Kass on the radio
- She tells a story, and there are bugged sections as "commercial break". There could be 1-3 per episode
- Occasionally there's an episode without a story, just bugged segments and other bits and pieces. In this one there are songs
- Whenever she tells a story about Talsoria their are actual add breaks, for corporations

Plot/Setting:

- It takes place on a different planet, where each continent is essentially a different type of -punk.
- Current setting:
 - During a Cold War. It seems as if the world is going to end, and tensions are high.

Themes

Themes of anticapitalism, antifascism, LGBT rights, environmentalism, disability rights, and mutual aid in times of crisis should be present, as these are major components of all punk.

Character:

- Cassandra/Kassi/Kass (Host):
 - The radio host is a they/them lesbian
 - The radio host (the main protagon) is also trans femme
 - The host is human, but plugs into the station and tells stories.
 - Host "plugs into" the station, and is constantly being surprised by how much it sees
 - Asexual
- Arcadia (Station):
 - Station is omniscient
 - Benevolent but presents itself as neutral initially
 - Sentient
 - Possibly:
 - Called Arrie by Kass

Mechanics:

- The show is presented through the format of a radio broadcast. The broadcast sometimes puts other things on the air, such as found footage. They also broadcast government surveillance sometimes, though they do not know what it is their broadcasting (It's not clear at first that it's government surveillance). Sometimes people wash up to the island (when they need to) and tell their stories