

Personally, the storyline is what I admire the most about this film. Being the third, and final, in this block-buster trilogy it has a fulfilling ending which leaves the audience with a sense of empowerment, as the main character completes his story. Despite this, audiences can also feel incredibly mournful because of the sudden and tragic deaths of multiple side characters. This kind of emotional reaction from an audience can trigger a need to change, and a want to make a difference, which is exactly what I want to create.

Maze runner: Death Cure

Moving into my future profession I plan on putting these values into my work via scriptwriting, set design and costume design. Making a character likeable is the key to creating an engaging watch, which will further lead to a revolutionised audience. This can be attained by making a character relatable, which includes adding in flaws, quirks; and making their setting hell-bent against them, so the audience root for them and sympathise with them.

An allegory that I can see within these films is that the writer, James Dashner, is portraying a world succumbed to climate change. This is what may cause audiences to want to make a change, and their emotional involvement with the characters will help drive this. I believe I am particularly impacted by this because of how affected I am by global warming and my desire to act on it.