**Cargo Draft Beta Reader Questions**

Priya,

The following are specific questions I have for beta reader feedback. If you could answer these and return the document to me, I would appreciate it. Of course, any feedback you have in any format, I would also appreciate.

Thanks,

John

John,

Thanks for the opportunity to read your book, here’s my opinion about your book. I have left some reactions in the manuscript itself.

Thanks,

Priya

1. What are your general impressions of the writing and the story?

It took me some time to get a hang of the story but after that it grew on me.

1. While reading through for the first edit, I wondered if there was enough action in the first few chapters to keep it interesting. Your thoughts?

If you intend on having some action from the beginning itself, you could add a prologue. That often rouses curiosity among readers.

1. Was the pace of the writing okay? Did the action drag in places? If so, where?

Yes, the pace was fine but I thought the card game (between Carol, Sarah, Carter and Clifford) was a bit too long. Was two card game scenes necessary?

1. What were your favorite scenes, and why?

I really liked Claire, scenes involving Claire would be my favourite. She should have been given more exposure.

1. What were your least favorite scenes, and why?

I would have preferred a dramatic scene of Clifford’s escape from the ship. Also, Emily’s termination scene was too abrupt, in my opinion.

1. Are the characters consistent in their development?

The characters were consistent but I didn’t see any significant evolution or development in the story.

1. Any other thoughts or comments?

Few changes in punctuation, spelling, word usage need to be reviewed before you go to the next step. The alignment in the first page of the first chapter seemed off to me. Felt jarring. The beginning of the story was a bit confusing.

I wanted to know so much more about Clifford and why and how he became a celebrity, who is Barnes, etc. I want to know more about Claire and the Silkies and the world you have built in general, there’s space for more.