Plot comment Anastasiya

The plot is clear, my only concerns is the linearity of the single long scene - full of dialogues.

This means that we need only fews panels to set the locations and the characters, therefor we must find others visual pretext to support the characters and liven up the story.

Since all the actions are related to dialogues – (back and forth) I suggest using the elements of the setting to create diversions and side stories along the main plot.

We have the scholars, the fighting people (who enter the room at the beginning) and the court itself. Try to imagine how these side characters and the location could become useful (both visually and metaphorically) in order to unravel the dialogue.

ie: one of the fighting people is madly in love with the new law, and with heart-shaped-eyes he/she follows her though the dialogues, giving her a coffee, handing her a chair to sit, nodding to her reply to the old law, pulling face to the scholars.

Maybe one of the scholars becomes really angry with him/her, and while the main characters continue the discussion, we see the two side characters running and quarreling in the background.

Creating an alternative side story could be also useful as a visual help to represent the more abstract concept.

ie: while the old law talks about the constitution as a house, the in-love-character is running from the scholar. He tries to hide himself in a new room. The room is dark, so he lights a match to reveal the walls made of brick. -  Meanwhile the voice-off of the old law explain to us that if you use the precedent to change the law that's create a dangerous loop that can destabilize the structure of the whole building

and bam! the scholar use a hammer, or a wrecking ball, to break the walls and reach the poor guy in the room