

[Tomorrow and Tomorrow and Tomorrow](#) by Gabrielle Zevin
Reviewed by A.H., Class of 2029

Book - Paper or Ebook - Realistic Fiction

★★★★☆

What made you interested in reading/watching/playing this media?

How did you hear about it or come across it?

Although I had heard about the popular book before, I hadn't decided to pick it up until I was given a copy during my English Class. I'd seen many good reviews on GoodReads and was excited to start reading it.

Setting:

This book does not focus on one particular setting, it is rather much more character-driven. The book follows two main characters and their journey from young adulthood to adult life. Initially, the book starts in Boston, where the main characters are attending college at Harvard and MIT. However, there are multiple flashbacks in the beginning, which highlight these characters' childhood in Los Angeles, California. As the novel progresses, the setting shifts fully to California, as the main characters begin their professional career out west.

Protagonists:

There are two main protagonists in this book, Sam and Sadie. Sam grew up in California, where he was primarily raised by his Korean grandparents. As a young child, Sam survived a very serious accident and spent a lot of time in the hospital. Although his leg was permanently injured, Sam grew up and headed off to Harvard University to earn his undergraduate degree. Sam's intelligence, creativity, and persistence helped bring him great success as he started to develop a gaming business. While Sam worked to create his career, he often found himself held back by his injuries and childhood trauma. He frequently battled pain, insecurity, and the fear of being a burden. Furthermore, Sam deeply cared for his childhood friend and co-worker, Sadie. Sadie grew up in the same area as Sam and frequently volunteered at the hospital during Sam's recovery. The two became close friends as kids. After Sadie graduated, she went to MIT to study computer science. Sadie's ambition and drive helped her achieve success in the video game world, although she put a lot of pressure on herself and often overvalued the opinions of others. At times, she could be closed off and too dependent on her toxic ex. Each with their own unique characteristics, the story follows the friendship, tension, and relationship between Sam and Sadie. Their thorough character development is what helped make this story so successful.

Plotline:

This media is about Sam and Sadie, who are two young, ambitious college students who attempt to make a video game. The book follows these characters as they learn how to build a game as amateurs and as they find success in the gaming world. Although on the surface this book seems to be all about video games, it actually explores much deeper themes and dives

into the complexities of romance and friendship. The character development within this novel is so rich, and leaves anyone who chooses to read it emotionally tied to every character. Additionally, this book is filled with unexpected plot twists that keep the reader engaged. The author, Gabirelle Zevin, employs multiple different writing styles throughout the book and develops complex messages that leave the reader incredibly moved.

Reflection on the novel's strong points and weak points:

While this book takes the time to really fully develop a lot of characters, it does feel a little long. Being over 400 pages, it does go into a little too much depth at times and could, arguably, be shortened down while still leaving the same effect. Furthermore, the author does include many real-world connections that can feel a little forced. Zevin would frequently name-drop brands and companies as a way to build some additional context; however, towards the end of the book, this writing strategy felt a little overused.

What are some themes that come across?

Some major themes in this media include: friendship, love, communication, grief, creativity, ambition, and connection.

Do you feel that the cover art is true to what the media is about?

I think that the cover photo only displays a slight fraction of what the book is about. While it does include some key elements and symbols, it also is missing a lot of the key themes within the book. The text takes up most of the page, which does not leave much room for any other details. While the cover photo is nice, it does not provide a full picture of everything the novel is about.

Did you enjoy it? Would you recommend it?

I personally really enjoyed this book. I felt very engaged throughout the novel, despite not knowing much about video games. By the end of the book, I was really moved—not only by Zevin's writing style, but also by the complex and valuable messages that she conveys in this story. I would absolutely read this again and recommend it to others. I think that this book is really directed towards teenagers and young adults. However, I think that anybody who enjoys reading about unique characters and values a good storyline would like this book.

Readalikes/Watchalikes are:

Anybody who likes young adult books or coming-of-age stories. Although it was a little more sophisticated than a Colleen Hoover book, it had a similar feel.

Final thoughts?

Overall, this was a great book. Even though it felt a little long, it conveyed some really great messages and left the reader wanting more. I would rate this book closer to 4.5 stars, and I really recommend you read this book.

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