

The Walking Dead model

[Frank Darabont's](#) Walking Dead is based on [Danny Boyle's](#) 28 Days later and [28 Days later](#) is based on [Day of the Triffids](#).

Here's how this kind of story works.

Typically, a survivor wakes up from coma, walks outside and discovers the city is empty.

This provides a '**keys to the city**' experience. That's an empowering experience for an audience however this is followed by a first encounter with the threat.

The threat cannot be reasoned with and is always scary-dangerous. The threat provides an opportunity to, '**kill without remorse**' and that is also a very empowering experience for an audience.

The survivor then meets other survivors and there is hope however the survivor ends up having to fight other survivors to survive.

The lesson? No matter how scary the threat is, humanity is a lot scarier.