

Becca: (14, Hispanic/Italian)

Becca and her older sister Shel (22) were raised by a single father, but the man was sick. Shel was already mostly raising Becca on her own and was prepared to continue doing so after their fathers approaching demise.

Becca grew up being protected, and was comfortable with that. She enjoyed the freedom of not having to make hard choices or fully deal with their consequences. While like every teenager, she wants total control over the micro aspects of her life, she's not at all prepared to face issues that take on a larger responsibility. She will turn complicated dilemmas into black & white issues in the interest of making an easy choice, getting it over with, and moving on.... Letting others worry about the fallout.

- Tends to get angry or defensive when scared or confused.
- Is becoming numb to tragedy. Finds it easy to push down feeling of sadness, especially concerning the death of others.
- Doesn't want to face hard choices, just wants someone to make a decision and move on.



About The Walking Dead: The Walking Dead is a video game based on an acclaimed comic series. There is also a television show based on the comic material. Our story is a new one in the world of The Walking Dead and is based on the typical zombie apocalypse milieu, but it is about people trying to survive with each other months and even years after the infection. This episode is comprised of several short stories that examine the lives and hardships of survivors who find themselves facing an uncertain future together in the end.

Acting Moods

Conversational (friendly)

Becca and her older sister are preparing food for their group. It's a nice casual setting. The girls are happy and relaxed. This is a bonding moment for them.

BECCA

Ugh! I hate chopping onions. I mean, don't get me wrong, I think the garden is cool and all, I just don't see why we had to make onions a part of it.

SHEL

Afraid no one is gonna want to kiss you?

BECCA

[sarcastic]Yeah right! Those guys are all OLD! I'm not letting any of them kiss me! Ugh!

SHEL

Just be thankful we HAVE onions.

BECCA

Yeah, I know. Just sayin'... coulda been strawberries.

SHEL

Are you excited about Roman's talent show?

BECCA

[sarcastic]"Talent show"? Don't let Roman hear you call it that!

BECCA

[continued] It's just a bunch of people doing something fun. He's gonna play some music. I'm gonna read some poetry. I think Boyd is showing off his paintings or something.

Emotional (defensive/scared)

Roman has called Shel away, needing to talk to her in private. Becca believes that it may be because she's been sneaking out of the camp lately, and that is against the rules. When Shel comes back she looks white as a ghost.

BECCA

[concerned] Shel? What's wrong? ...Am I in trouble?

SHEL

[sad, compassionate, as if talking to a child.] It's Stephanie. She stole a bunch of medicine and tried to escape

DIR: Becca is sad for a moment,

BECCA

[quiet, in shock] Oh my god. Stef was trying to escape? Why?

DIR: wait a beat, then that sadness turns to anger.

BECCA

What the hell did she do that for?

SHEL

Roman says we have to...[doesn't want to have to say "kill her"]

BECCA

[bluntly] Kill her? [No duh] Yeah. {still angry} Why would she do this to us?! Why does everything always get so screwed up?!

Emotional (Terrified/crying)

Shel has decided that it is in their best interest to escape. Without warning, She starts the RV they are in and starts driving off, leaving the safety of the group and the camp. This terrifies Becca, who knows there is nothing else out there but death and zombies!

DIR: Shel grabs the keys and dashes toward the driver seat of the RV

DIR: Becca panics, screaming & protesting. She's clearly afraid.

BECCA

[shock turning to panic] What are you doing?!
Shel?! What the hell?!

DIR: Shel starts the RV and puts it in gear. she starts to drive off

SHEL

[paniced, trying to escape] Sit down, get
safe!

BECCA

[terrified, screaming] Shel! Stop it!!!

SHEL

We'll be safer! I promise!

BECCA

[scared, crying!] No we won't! Nooo! Stop!!!