

Sleeping with the Roaches

INABIAF Treatment Document

IMGD 4000 Students

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Elevator Pitch

Sleeping with the Roaches is a third-person two-player puzzle platformer where the players, tied together with a spider web, must work together to escape the spider mafia. Players are stuck in the cluttered basement of an Italian-American family, and must use the spider silk that connects them and their own unique abilities to get out of the basement.

Detailed Description

Narrative Overview

The Spider Mafia Boss has created a home for himself in the basement of an average Italian-American family's Brooklyn home. He has raised his son, Giovanni, to become the heir to his empire, but he dreams of becoming a famous web designer. The two have a falling out when Giovanni is accepted into art school, and his father ties him up and leaves him in the web with a moth, named Marcelo, that was supposed to be dinner for the two. Marcelo convinces Giovanni not to give up on his dreams, and the two decide to run away together, if they are able to escape.

Gameplay Overview

The two player characters are connected by a web, and must navigate the basement together to escape. The web that connects them limits their range of movement, but is mainly used for puzzles and platforming challenges. As the web becomes taut, it can be stretched. If the players stretch the web far enough, its tension releases like a rubber band and launches the two

characters with immense force. This can be used to overcome obstacles such as gaps. There are also spider webs that the players can crawl into to become a fixed point (“anchor points”), stopping them from moving when the other character is launched, like the top of a pendulum. Individually, both players have unique abilities; the moth (Marcelo) has a limited flight ability to carry the spider (Giovani) and reach anchor points. The spider is able to launch sticky webs that become custom player-created anchor points, in order to traverse

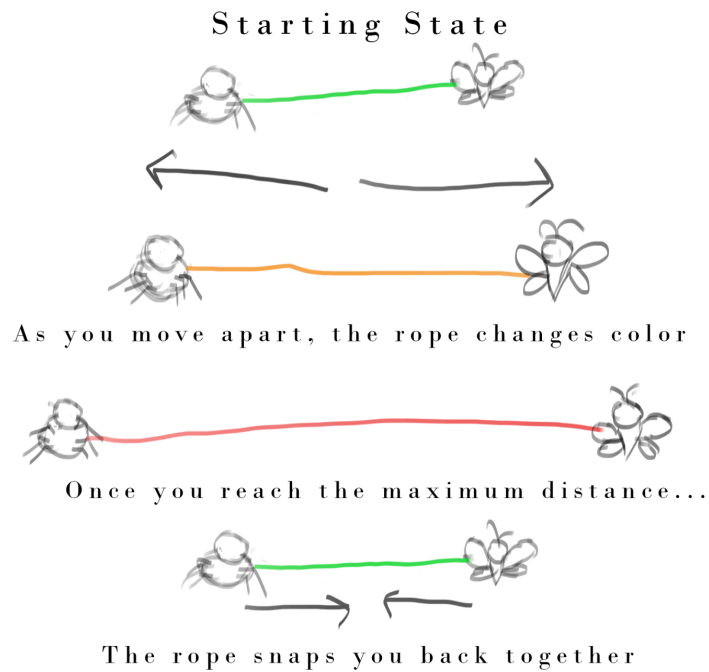


Figure 1: Rope Stretch Mechanic

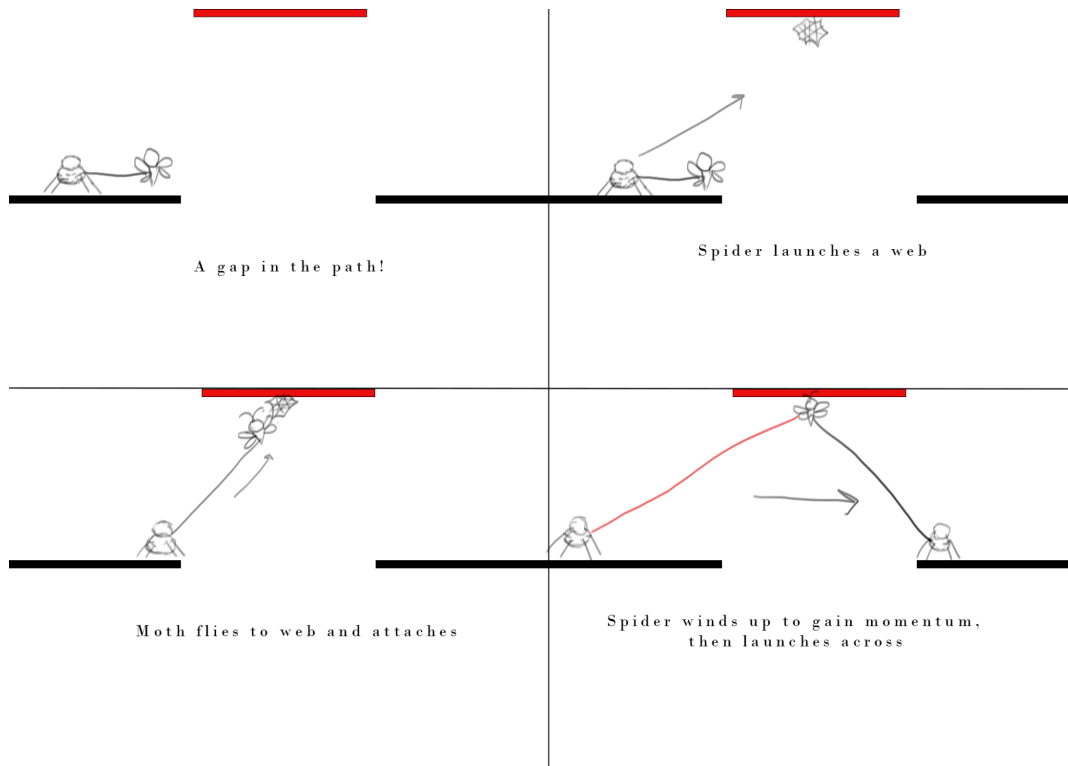


Figure 2: Characters using their powers together

Asset List:

Complete Asset List: [INABIAF Art Asset List](#)

Expected Art Assets:

- **Player 1 Model** (Spider) Fully unwrapped, textured and rigged with ~ 8 animations
- **Player 2 Model** (Moth) Fully unwrapped, textured and rigged with ~ 9 animations
- **Enemy Model** (Mafia Spider) Fully unwrapped, textured and rigged with ~ 7 animations
- **Basement Environment Map** Featuring a room model with shelves, counters and clutter models
- **Spider Silk Rope** unwrapped textured and rigged rope which tethers the two characters together
- **Web Anchors** launched by player 2 and used as anchors for the movement system, these will be two slightly varied unwrapped textured models
- **Interactable objects** at least 2 distinct intractable objects, unwrapped, textured and (rigged?). The player will interact with these objects in order to progress through the level
- **UI** featuring a title, pause loading and end screen, as well as a control screen (/signs)
- **Sound Design** including background game music, basic sfx and mafia spider dialogue

Technical Requirements (Code and Sound):

Complete Requirement List: [INABIAF - Tech Requirements](#)

Expected Technical Components:

- **Movement** (Spider) a fully-implemented character controller (standard 3rd-person movement) for the spider, including aiming to launch web anchors
- **Movement** (Moth) a fully-implemented character controller for the moth (standard 3rd-person movement), including “flappy bird” style jumping for flight
- **Rope Physics** (General) physics of what the rope does when slack (not being stretched), including collisions
- **Rope Physics** (Launching, Stretching) physics of the rope when stretching, along with how it impacts the characters
- **Spider Webs** the spider can launch webs that either player can anchor to. They can only launch to certain locations, and will need to aim and shoot
- **Camera Location** adding trigger boxes to place the cameras in new locations (multiple set cameras to swap to)
- **Dialogue System** adding text boxes with text, and allowing the players to iterate through dialogue. Additionally, how possibly random dialogue is selected to be shown
- **Pause Menu** freezing the game and opening a pause menu

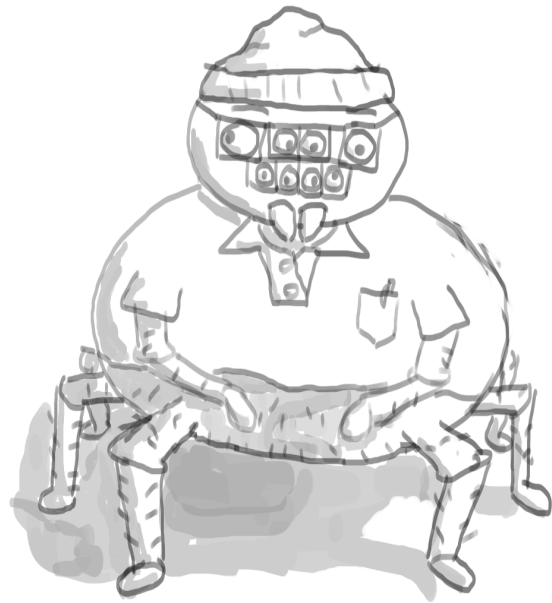
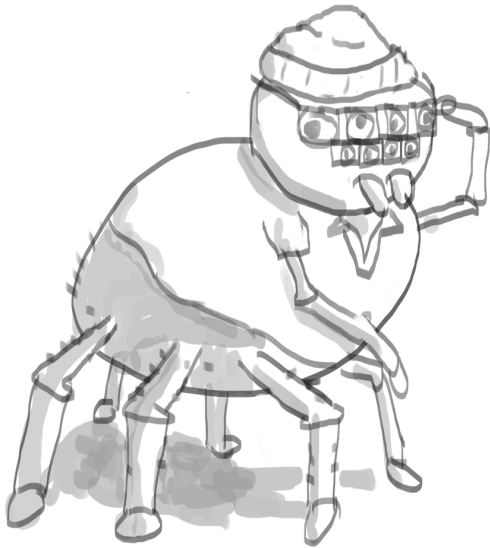
Reference Material:



- A bug's life, It takes two, Grounded and Overcooked for general art style
- A bug's life, it takes two, grounded for world scale and environment style/aesthetic
- Overcooked for camera angle and co op mechanic
- Mafia imagery for narrative theme style
- Realistic basement for environment reference

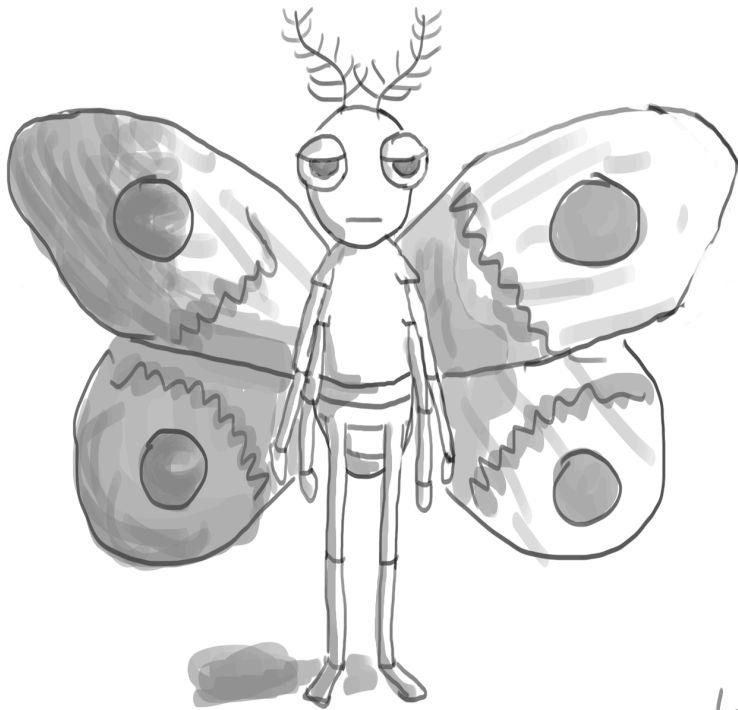
Concept Art

Giovani, Aspiring Web Designer



Sleeping with the Roaches '24

Marcelo, That Moth Guy



'24

Giuseppe, Mafia Boss



Sleeping with the Roaches '24