ROACH GAME – SCRIPT

# Act 1- Tragedy & Escape

* Roaches gathered on the bathroom floor. The room is dark, sparce early morning sunlight diffusing through the frosted glass of the bathroom. It is a small roach family of four – father, mother, an older sibling and our main roach.
* It is the occasion of the MC roach’s molting. It sheds its old exoskeleton and emerges in its pale new form. The watching family cheers and celebrates
* Bright flash (lights turned on) followed by human shrieking. Two loud thumps/splats follow. Scene adjusts to new bright lighting, reveal two of the roaches have been crushed to death by freaked out human.
* Human reaches for bug spray. Third, remaining roach urges MC to escape into the pipelines and proceeds to fly off, distracting the human.
* GAME STARTS  
  tutorial sequence – movement.
* Objective 1 – escape into crack in tile, leading to pipeline while running from gas.
* You run through the small crevice in the wall between the bathroom floor and the pipelines, which was your home. As you run, you know that all is lost and that home has to be left behind. You exit into pipeline.
* BATH PIPELINES – mostly safe area. Navigate basic neutral obstacles.
* Meet a random roach in the area, interaction. Get informed about the roach colony under the Refrigerator and about another cockroach in the area who can safely take you to the colony.
* Objective 2 – get to the roach who escorts you to the colony.
* Fade out on meeting.

# Act 2 – The Colony & The First Task

* Open at the entrance to roach colony inside the mechanics of the fridge.
* Explore/interact with the colony. Meet the head of the colony (Elder Roach). Ask for ways to get back at the human.
* Elder Roach suggests messing with the human’s food in the fridge. Also mentions that the fridge was also their source of food but now a monster (big bug/ predator) lurks in there and it is not safe to go in there anymore.
* OBJECTIVE3 (TASK 1) – venture into the fridge through a small gap, contaminate food at points while navigating through the fridge, avoiding the lurking danger.
* Lower level(s) of the fridge will only have small enemies and would not be patrolled by boss enemy. Shadows of the boss enemy will be cast from above and sounds will be heard, foreshadowing the boss.
* Middle level(s) of the fridge is patrolled by boss enemy. Short encounter, run away.
* Meet character “Rogue roach” in a safe place on same level as first boss encounter. Rogue roach gives instruction on wielding small toothpick.
* Toothpick kills small enemies and delays boss enemies. Boss enemy can be distracted by other small enemies. Continue objective to higher level(s).
* Last contamination point is Cake. Lure boss enemy onto cake to spoil it. Lose the boss and get back to the cake to inspect your damage.
* Now, human opens fridge looking for food, sees the cockroach spoiling the food. (Bossfight ensues??) escape back into the colony to complete sequence.