

## Sheet1

“Into the Sea” is a game designed and produced in 30 hours for the 2013 Alumni Hack-a-thon at th

Name	Trigger	Delivery	SFX
MainTitle	Fade in to game	Scrollover or HUD	Cymbal roll?
LevTitle1	MainTitle plays	Graphic or HUD	Start Ambient
Intro	LevTitle1 plays	Scrollover	
LevTitle2	Enter Lv1	Graphic or HUD	
Sub1	Approach	HUD	Beep x2
Sub2	Approach	HUD	Static
Sub3	Approach	HUD	Beep x2
Sub4	Approach	HUD	Beep x2
Dive1	Approach	HUD	Delayed click
Dive2	Approach	HUD	Delayed click
Dive3	Approach	HUD	Delayed click
Dive4	Approach	HUD	Delayed click
Dive5	Approach	HUD	Delayed click
UndSign1	Single Approach	HUD	
UndSign2	Single Approach	HUD	
UndSign3	Single Approach	HUD	
UndSign4	Single Approach	HUD	
UndSign5	Single Approach	HUD	
UndSign6	Single Approach	HUD	
UndSign7	Single Approach	HUD	
LevTitle3	Enter Lv3	Graphic or HUD	
Ruin1	SingleApproach	HUD	Noodle
Ruin2Train	SingleApproach	HUD	
Ruin2Car	SingleApproach	HUD	
Ruin3	SingleApproach	HUD	Noodle
Ruin4	Single Approach	HUD	
Ruin5Litbuilding	SingleApproach	HUD	
Ruin6	Large Area	HUD	Static
Ruin7	Large Area	HUD	Static and Beep
Ruin8	Large Area	HUD	Static; breathing if possible
Exit1	End Lv2	HUD	Echo tone
Exit2	Previous	HUD	Echo loud, soft
Exit3	Previous	HUD	Echo loud, soft, loud
Exit4	Previous	HUD	
Exit5	Previous	HUD	
Exit6	Previous	HUD	Echo loud, med, soft fading
LevTitle4	Enter Lv4	Graphic or HUD	
Sys1	Approach city	HUD	Klaxon
Sys2	Into city	HUD	Klaxon, lower
Sys3	Halfway to bottom	HUD	Klaxon, tonal
Sys4	Attempt to reascend	HUD	Two-tone beep
Sys5	Reaching well	HUD	Static, beep, echo
Sys6	Previous	HUD	Echo

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e Centre for Digital Media. This is the written script for the game.

Format	Text
Centre, Ital.	" <i>Into the Sea</i> ," a game of hide-and-seek by Alex Blanes, Ginger Jiang, Dylan Matthias,
Centre	The Last Remaining Island
Centre	The waters started rising two hundred years ago, and covered the cities. When the wat
Centre	The Underwater City
Left	Submarine PA: "...beep... beep.... No admittance."
Left	Submarine PA: "...static.... Off limits."
Left	Submarine PA: "...beep... beep.... You trying to barge in here?"
Left	Submarine PA: "...beep... beep.... You're in violation of Inhabitation by-laws. Move along
Left	Diver: "...click. Get out of my way."
Left	Diver: "...click. Do I look like I care?"
Left	Diver: "...click. Move along, kid. No room here."
Left	Diver: "...click. Can't help you. No space here. Nobody's got space anywhere."
Left	Diver: "...click. Forget it, man. Get lost. You aren't gonna find anything here."
Left	"Missing Persons Report: 16-year-old boy in green personal submersible last seen in b
Left	"Please remember to present your numerical identity at any police checkpoints."
Left	"Life Is Great. Newcomers Not Welcome."
Left	"No Vacancy"
Left	"Follow the Light. It will show you the way to salvation beneath. -Dr. Johnny Deepbreath
Left	"Explore the Deep Layer—Adventure Living in the Pressure Zones!"
Left	"Expansion into western sector prohibited by NA Oceans Authority."
Centre	"The City That Was"
Left	Broken Underwater Read-out: "...fallen below critical failsafe level. Evacuation order in
Left	Sign on broken train: "EL-35 Line to New York via Memphis."
Left	Car decal: "Use it or lose it."
Left	Broken Underwater Read-out: "All floors below level 16 are flooded. Citizens advised to
Left	Sign: "Tertiary oxygen tanks"
Left	Sign: "#1166 Suite 205 - Dr. Johnny Deepbreather, Father of the Deep: Meditation and
Left	Broadcast: "Alert. Alert. Evacuation order in effect. Citizens are advised to seek higher
Left	"SFCN NewsLoop: Reports out of the San Francisco Dock Authority are indicating the
Left	Broken radio transmission: "... <i>breathing...breathing....</i> Follow me. Look down to what yo
Left	Flickering movie screen: "So let me ask you, eh? Where do you belong?"
Right	<i>where do you belong? where do you belong?</i>
Left	Flickering movie screen: "It ain't here anymore. Can't live in a world like this."
Right	<i>Neither can we.</i>
Left	Flickering movie screen: "Dunno where to go."
Right	<i>come down and see... the sea not changed by time and spoil.</i>
Centre	The Unknown Waters
Left	"Personal Sub Systems Alert: Circulation systems failing. Circulation systems failing. O
Left	"Personal Sub Systems Alert: Leak detected in oxygen filtration system. Please consuli
Left	"Warning: Serious failure imminent in pressure mitigation systems. Evacuation recomr
Left	"Warning: Ballast systems failing due to high external pressure. Adjust course. Adjust c
Left	"Personal... Sys—rt: Navig... ing. Engine mechanical fail...."
Right	<i>danger... danger... danger</i>

D'Arcy Smith, and Youming Jiang.

ters did not stop, we built new cities under the waves. No children remain Above Water now; we are le

g. Move along."

eneath the Deep Layer heading towards the Old Cities."

her"

effect."

o move to higher ground."

Clairvoyance Services Offered"  
ground."

government has no plan in place to evacuate citizens en masse. Waits have grown to more than three  
our desires have wrought. Find your Maker in the depths, and be saved. Be saved. Be saved. Be save

xygen supply depleted."  
t maintenance scheme for proper procedures."  
ended."  
course."

saving, for there is nothing left. They live below where we would not. The waters would not forgive us si

se days and incidents of violence are becoming more common, say guards assigned to manage the crowd."

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o easily, so we remain. Go beneath and start anew, in the ocean we left for you.

wd. All other--"