

"Into the Sea" is a game produced in 30 hours for a hackathon at the Centre for Digital Media.

Name	Trigger	Delivery	SFX	Format	Text
MainTitle	Fade in to game	Scrollover or HUD	Cymbal roll?	Centre, Ital.	"Into the Sea," a game of hide-and-seek by Alex Blanes, Ginger Jiang, Dylan Matthias, D'Arcy Smith, and Youming Jiang.
LevTitle1	MainTitle plays	Graphic or HUD	Start Ambient	Centre	The Last Remaining Island
Intro	LevTitle1 plays	Scrollover		Centre	The waters started rising two hundred years ago, and covered the cities. When the waters did not stop, we built new cities under the waves. No children remain Above Water now; we are leaving, for there is nothing left. They live below where we would not. The waters would not forgive us so easily, so we remain. Go beneath and start anew, in the ocean we left for you.
LevTitle2	Enter Lv1	Graphic or HUD		Centre	The Underwater City
Sub1	Approach	HUD	Beep x2	Left	Submarine PA: "...beep... beep.... No admittance."
Sub2	Approach	HUD	Static	Left	Submarine PA: "...static.... Off limits."
Sub3	Approach	HUD	Beep x2	Left	Submarine PA: "...beep... beep.... You trying to barge in here?"
Sub4	Approach	HUD	Beep x2	Left	Submarine PA: "...beep... beep.... You're in violation of Inhabitation by-laws. Move along. Move along."
Dive1	Approach	HUD	Delayed click	Left	Diver: "...click. Get out of my way."
Dive2	Approach	HUD	Delayed click	Left	Diver: "...click. Do I look like I care?"
Dive3	Approach	HUD	Delayed click	Left	Diver: "...click. Move along, kid. No room here."
Dive4	Approach	HUD	Delayed click	Left	Diver: "...click. Can't help you. No space here. Nobody's got space anywhere."
Dive5	Approach	HUD	Delayed click	Left	Diver: "...click. Forget it, man. Get lost. You aren't gonna find anything here."

UndSign1	Single Approach	HUD		Left	"Missing Persons Report: 16-year-old boy in green personal submersible last seen in beneath the Deep Layer heading towards the Old Cities."
UndSign2	Single Approach	HUD		Left	"Please remember to present your numerical identity at any police checkpoints."
UndSign3	Single Approach	HUD		Left	"Life Is Great. Newcomers Not Welcome."
UndSign4	Single Approach	HUD		Left	"No Vacancy"
UndSign5	Single Approach	HUD		Left	"Follow the Light. It will show you the way to salvation beneath. -Dr. Johnny Deepbreather"
UndSign6	Single Approach	HUD		Left	"Explore the Deep Layer—Adventure Living in the Pressure Zones!"
UndSign7	Single Approach	HUD		Left	"Expansion into western sector prohibited by NA Oceans Authority."
LevTitle3	Enter Lv3	Graphic or HUD		Centre	"The City That Was"
Ruin1	Single Approach	HUD	Noodle	Left	Broken Underwater Read-out: "...fallen below critical failsafe level. Evacuation order in effect."
Ruin2Train	Single Approach	HUD		Left	Sign on broken train: "EL-35 Line to New York via Memphis."
Ruin2Car	Single Approach	HUD		Left	Car decal: "Use it or lose it."
Ruin3	Single Approach	HUD	Noodle	Left	Broken Underwater Read-out: "All floors below level 16 are flooded. Citizens advised to move to higher ground."
Ruin4	Single Approach	HUD		Left	Sign: "Tertiary oxygen tanks"
Ruin5Litbuil	Single Approach	HUD		Left	Sign: "#1166 Suite 205 - Dr. Johnny Deepbreather, Father of the Deep: Meditation and Clairvoyance Services Offered"
Ruin6	Large Area	HUD	Static	Left	Broadcast: "Alert. Alert. Evacuation order in effect. Citizens are advised to seek higher ground."

Ruin7	Large Area	HUD	Static and Beep	Left	"SFCN NewsLoop: Reports out of the San Francisco Dock Authority are indicating the government has no plan in place to evacuate citizens en masse. Waits have grown to more than three days and incidents of violence are becoming more common, say guards assigned to manage the crowd. All other--"
Ruin8	Large Area	HUD	Static; breathing if possible	Left	Broken radio transmission: "...breathing...breathing.... Follow me. Look down to what your desires have wrought. Find your Maker in the depths, and be saved. Be saved. Be saved. Be saved."
Exit1	End Lv2	HUD	Echo tone	Left	Flickering movie screen: "So let me ask you, eh? Where do you belong?"
Exit2	Previous	HUD	Echo loud, soft	Right	<i>where do you belong? where do you belong?</i>
Exit3	Previous	HUD	Echo loud, soft, loud	Left	Flickering movie screen: "It ain't here anymore. Can't live in a world like this."
Exit4	Previous	HUD		Right	<i>Neither can we.</i>
Exit5	Previous	HUD		Left	Flickering movie screen: "Dunno where to go."
Exit6	Previous	HUD	Echo loud, med, soft fading	Right	<i>come down and see... the sea not changed by time and spoil.</i>
LevTitle4	Enter Lv4	Graphic or HUD		Centre	The Unknown Waters
Sys1	Approach city	HUD	Klaxon	Left	"Personal Sub Systems Alert: Circulation systems failing. Circulation systems failing. Oxygen supply depleted."
Sys2	Into city	HUD	Klaxon, lower	Left	"Personal Sub Systems Alert: Leak detected in oxygen filtration system. Please consult maintenance scheme for proper procedures."
Sys3	Halfway to bottom	HUD	Klaxon, tonal	Left	"Warning: Serious failure imminent in pressure mitigation systems. Evacuation recommended."
Sys4	Attempt to reascend	HUD	Two-tone beep	Left	"Warning. Ballast systems failing due to high external pressure. Adjust course. Adjust course."
Sys5	Reaching well	HUD	Static, beep, echo	Left	"Personal... Sys—rt: Navig... ing. Engine mechanical fail...."
Sys6	Previous	HUD	Echo	Right	<i>danger... danger... danger</i>