

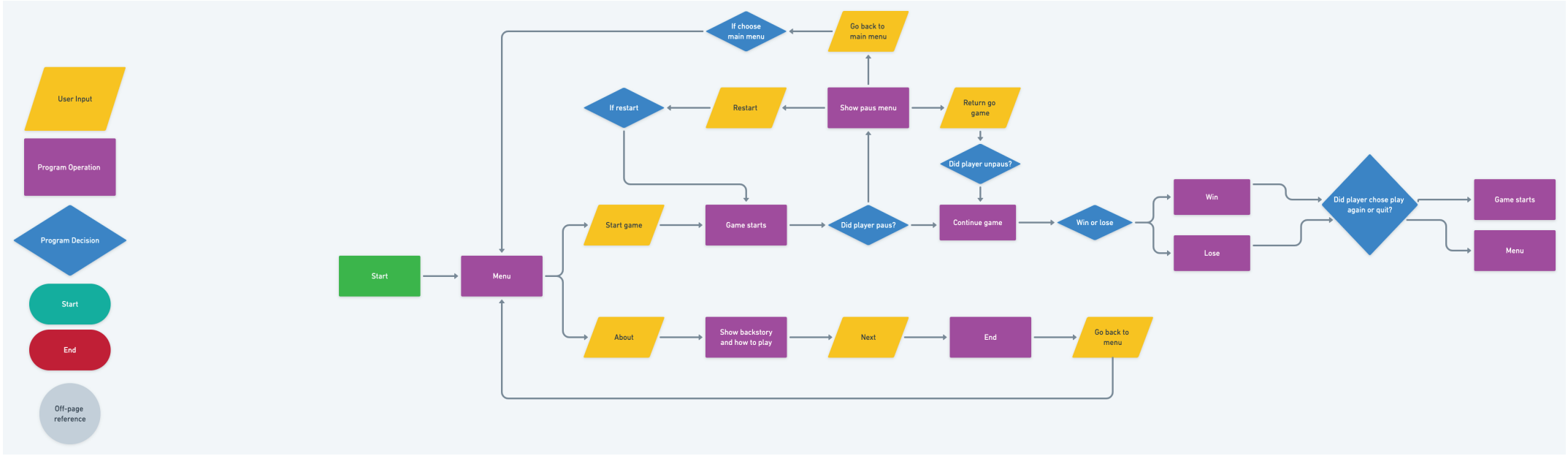
The Ascent

You are the commander of a rogue Swedish submarine named the HMS Sven. After falling asleep at the controls, you wake up to find that your submarine has sunk deep into the murky depths of the ocean, it's dark and spooky down here and the HMS Sven trembles under the immense pressures. You need to find your way back to the surface, and fast! Like most things in life though, it won't be easy. Your sonar is picking up multiple large objects on its screen, you'll need to avoid these to maintain the integrity of your submarine's hull and survive long enough to make it back to the surface.

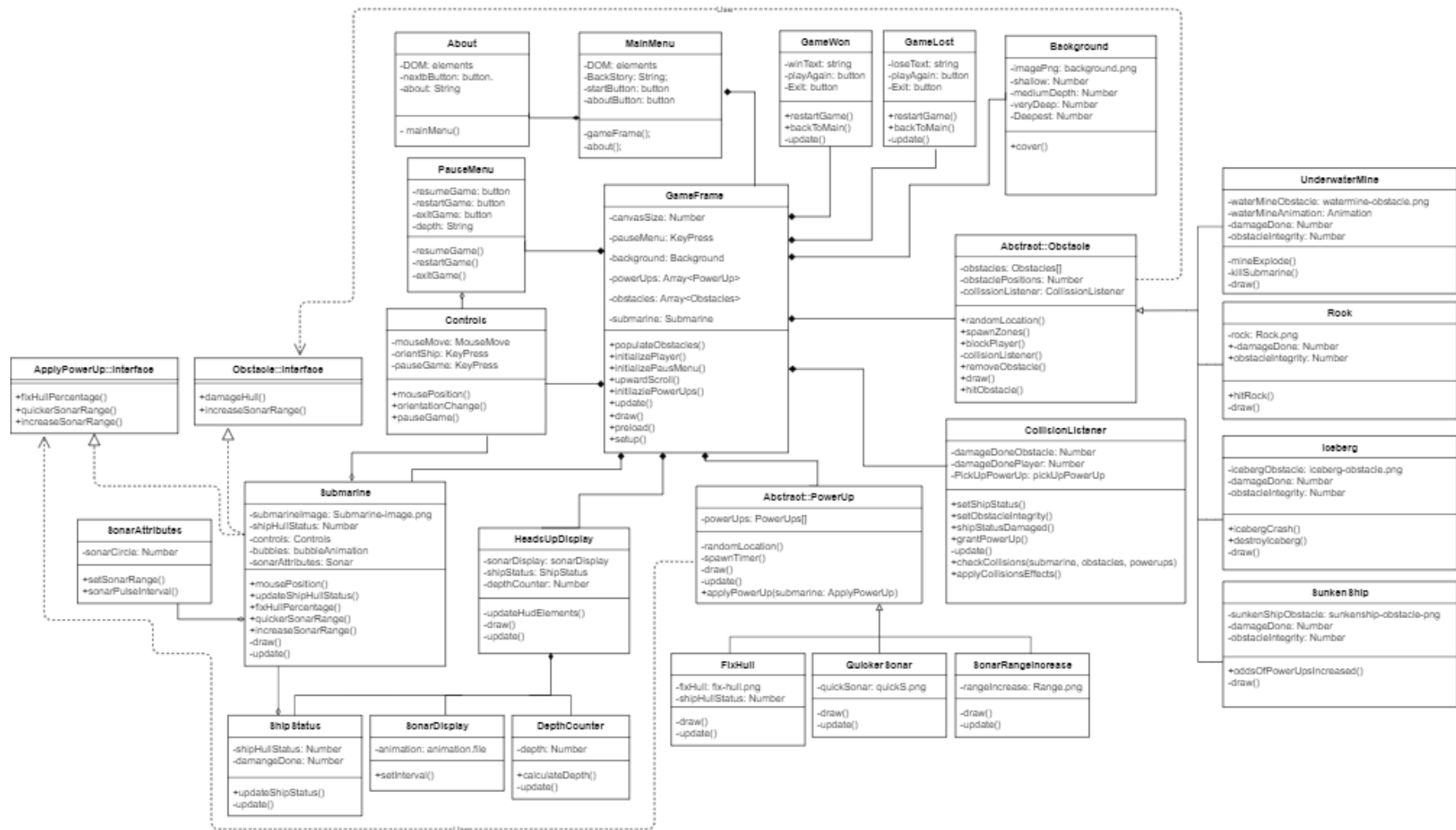
You play the game by navigating your submarine with the mouse, while avoiding different obstacles in the water. By using the sonar on your submarine to give you hints of where the obstacles are. Try to collect power ups on your ascent to the surface, you'll need them to survive.

You win the game by reaching the surface.

Flowchart



Class Chart



Game UI



Game UI

