1. Tutorial
   1. “Welcome to Dark Water. Throughout the game you will be given objectives by your helmsman ”
2. Directional
   1. Location pings
   2. Ambient (direct.)
3. Constant
   1. Ship
      1. Rudder
      2. Engine
   2. Spoken cues
      1. Commands
         1. Initial briefing
            1. “Captain we have received orders to commence a reconnaissance mission around a nearby minefield. Our current objective is to proceed to the minefield and await further orders.”
         2. Go to new objective
            1. Destroy Mine:

“Captain we have new orders from command, we are to start by clearing out the neighboring mine”

“Captain, there is another mine nearby”

* + - * 1. Destroy Enemy Sub:

“Captain an enemy sub has been sighted, we must eliminate the target before it reports our location to the enemy“

* + 1. Information about status
       1. Descending (Anoop)
          1. “Commencing decent at 30 degree down angle”
          2. “Depth, 100 meters, 200 meters, 300 meters, 400 meters, 500 meters”
          3. “Optimal operating depth reached”
       2. Turning
          1. “Right full rudder”
       3. Objective behind
          1. “Captain, the target is behind us”
       4. On target
          1. “Target directly ahead”
       5. Near target
          1. “100 meters to target”
       6. Idle Sounds
          1. If player stationary for a while:

Give explicit command on where target is

“Target coordinates acquired.” Have several clips for different degrees directing player to the target.

* + 1. Eventual commands
       1. Target locked (Alex)
          1. “Weapons are armed”
          2. “Tubes three and four are ready”
       2. Firing missile (Alex)
          1. Missile launched

“Torpedo fired”

* + - * 1. If no target

“No target in range Captain”

* + - * 1. Target hit/missed
      1. Crash imminent
         1. “Collision with mine imminent captain”
  1. Ambient (const.)
     1. Water rushing
     2. Waves breaking on sub
     3. Underwater