**DROWNING**

The following are instructions to a game called drowning that I made in ActionScript 3.0 using the starling framework. The game can be run by opening the “StarlingDrowning.html” file.  
All art, design and coding responsibilities were handled by me. The entire game was made in 6 months while I was also working on my final year project alongside developing the game itself.

INSTRUCTIONS

Drowning is a game wherein you control a ship trying to save as many animals as it can or destroy enemy ships holding them captive. The story follows two different paths independent of each other.

With the player getting only one chance to finish the entire game. The game has permadeath and needs to be played completely in one play through. Leaving the game resets your character. If the game lags, go to the options menu and turn off particles.

There is a **health and energy system** (Represented by the green and red bar on the upper left). If either runs out, you will die.   
Both can be replenished by heading back to the mother ship. All movement and special powers cost energy. If you're **low on energy, press L** to eject and the penalty for energy is removed. Find your way back to the mother ship and the ship will rebuild around you.

A tutorial shall be provided if you **press E next to the tutorial room**.

You can play as your leaders tell you to, saving creatures while optionally killing their escorts. Your leaders don't want you to scan the remains left behind by the enemies saying it's 'dangerous' to do so. You have an upgrade system which will make you earn points every time you follow orders.

Do you dare to go against them? It is the only way to earn access to more powerful weapons.

Use the mouse or the arrow keys to aim your weapons.

Pressing 'P' lets you relocate your portal. This is used to save creatures or can be used as a defensive weapon against enemies (it can block incoming bullets).

Static enemies called immobilizers need to be destroyed to free a creature near it. Once freed, you will need to guide a creature back to the portal. Or alternatively you can kill it and scan it to obtain energy.

CONTROLS

Movement: WASD

Fire = SPACE

Aim = ARROW KEYS or Mouse Movement

Relocate/Reset Portal = P

Eject into escape craft = L

Toggle interface between Adaptive, Visible and Hidden = I

Change Guns = X

Select Gun = 1,2,3

Powers:

Boost = LSHIFT

EMP Blast = LCNTRL

OverShield = F

Scan tutorial room or remains for data and guns = E