

# Assignment 15.3: Input System

Link to GitHub Repository: <https://github.com/Delabrown1779/Assignment-15.2-Asset-Store>

Button	Use	Why	Options?
Thumbstick	Navigating the hero's ship through the level.	Most 1-button games on mobile use the 'placement-agnostic' style thumb-stick.	I could have used a static thumbstick (with graphic) however, I found that the most popular mobiles games utilize as few methods of input as possible.
Menu Button/Pause	Pausing the game, accessing settings menu, accessing "restart stage" menu, accessing "quit" menu	The top left is the easiest for a player to access with their thumb.	I considered an auto-pause function, where any time the player wasn't touching the screen, the game would automatically pause. However, I'd like to try this with iterations first.
Fire Button	Firing the ship's weapons. Options for firing located in menu ie. Auto Fire Lazer, Auto Fire Bomb, Auto Fire Lazer+Bomb	The bottom right is the industry standard for horizontal mobile games.	Unsure if I should have a variable entry section, where if the player swipes "up" it fires one type of weapon, and if they swipe "down" it fires another type of weapon.

<p>“No. of Lives”</p>	<p>Pulls up – Option menu – to rotate through powerups.</p>	<p>Picking up powerups provides a sense of accomplishment in games, and the ability to sort through a small number of weapon customizations gives players more connection to the game.</p>	<p>I can make the Menu button the same as the “lives” button. This will avail screen real estate.</p>
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