



This is the input map I made for my platformer character. It has some basic movement that's done with WASD. However, they remain as absolute "up left down right" even when you are sideways, making the controls easier to wrap your head around while standing on a wall. To jump, you will want to use Left Click or press the WASD direction opposite your current floor (e.g. W if your gravity is normal, S if you're upside down).

To switch the character's gravity in mid-air, you can press the Space Bar.

To rotate the character's gravity in mid-air, you can press right click.

It's not shown in the image, but the default UI map also allows left click to interact with UI elements—the character won't jump if your mouse cursor is near UI.

There is finally the ability to pan the camera through the level using your arrow keys.

I debated over this control scheme for a while and found that imagining a level in my head and playing it with a control scheme in mind helped me figure out the best one. Originally, I had switch gravity on Left Click and Jump as Space Bar, and before that I had "press the correct WASD key" which was very frustrating when sideways but felt odd not to have in normal gravity.

This new control scheme seems like it'd be the most fun to play, but the good part is I can easily adjust it later. Switch Gravity being on the Space Bar feels good because it's a heftier, grander input that's also easily accessible with your movement hand.