

Device	Inputs	Function
Keyboard	WASD/Arrow Keys	Slide all Mobile blocks in a direction, navigate menu
	Escape/Spacebar	Pause and open menu, select menu option
	R Key	Restart current puzzle level
Mouse	Pointer+Left Click	Interact with all on-screen buttons, including directional input buttons, pause button, and restart button, as well as the menu
Touch (not yet implemented)	Tapping, swiping	Interact with all on-screen buttons, including directional input buttons, pause button, and restart button, as well as the menu

## Explanation

Both traditional directional input options are included to accommodate different player preferences. WASD allows for play with a single hand. Ideally suitable alternative keys for other functions can be chosen near the arrow keys to allow for right-handed play as well. The spacebar is a natural fit for WASD play, and the Escape key typically leads the user to the option to quit. Can also make tapping the Escape key a second time once in the menu immediately quit without needing to navigate the menu.

The R key is close to the index finger during WASD play and is intuitive for the Restart function as its initial.

Including mouse input options has many benefits, including allowing for one-handed play with whichever hand the player is most comfortable with as well as supporting a variety of other input devices beyond traditional mice, many of which are meant to make PCs accessible to people with disabilities.

Future prototypes will be tested on mobile devices, at which point touch input with the same functions as mouse input can be added. Directional swiping may also be added as another way to slide blocks.