Input System-

WASD keys will be used as directional keys when deciding to which spaces the player will be moving to. W for forward, A for left, S to undo a movment, D for Right. When WASD is not being used for movement, it can be used as navigation of the HUD , pause menu and pop-up elements. The SpaceBar will function as an interaction button. Q will function as the inventory Button to review what is in the player's possession. ESC (escape) key will function as the pause menu.

The mouse can be used similarly to click and choose direction for movement or to interact with inventory on the HUD and any other pop-up prompts.